



11TH ARMORED CAVALRY



REGIMENTAL OVERVIEW



11TH ACR MISSION



The 11th ACR conducts combat operations as the 60th GMRD, providing the U.S. Army the most capable and lethal combined-arms Opposing Force (OPFOR) in the world to help Brigade Task Forces achieve proficiency in their METL, improve their ability to synchronize and employ the combined-arms team, and enhance their combat readiness.



OPFOR DOCTRINAL BASIS



- **Not a Soviet-based force anymore**
 - ✓ No rote patterns of operations or tactical methods
 - ✓ Capabilities based force, flexible and adaptable to the battlefield conditions

- **Doctrine established by DCSINT TRADOC:**
 - ✓ Doctrine IAW FM 100-61
 - ✓ Organized IAW FM 100-60
 - ✓ Capabilities IAW *Worldwide Equipment Guide*



ROLE OF THE OPFOR Conditions Menu



- **OPFOR acts as a rheostat based upon...**
 - ✓ **Correlation of Forces**
 - ✓ **Day vs. Night**
 - ✓ **Boundaries and Battle Space**
 - ✓ **Use of Special Munitions(Chem, Rockets, FASCAM)**
 - ✓ **Amount of OPFOR Infantry**
 - ✓ **Time allowed for OPFOR Prep**



ROLE OF THE OPFOR

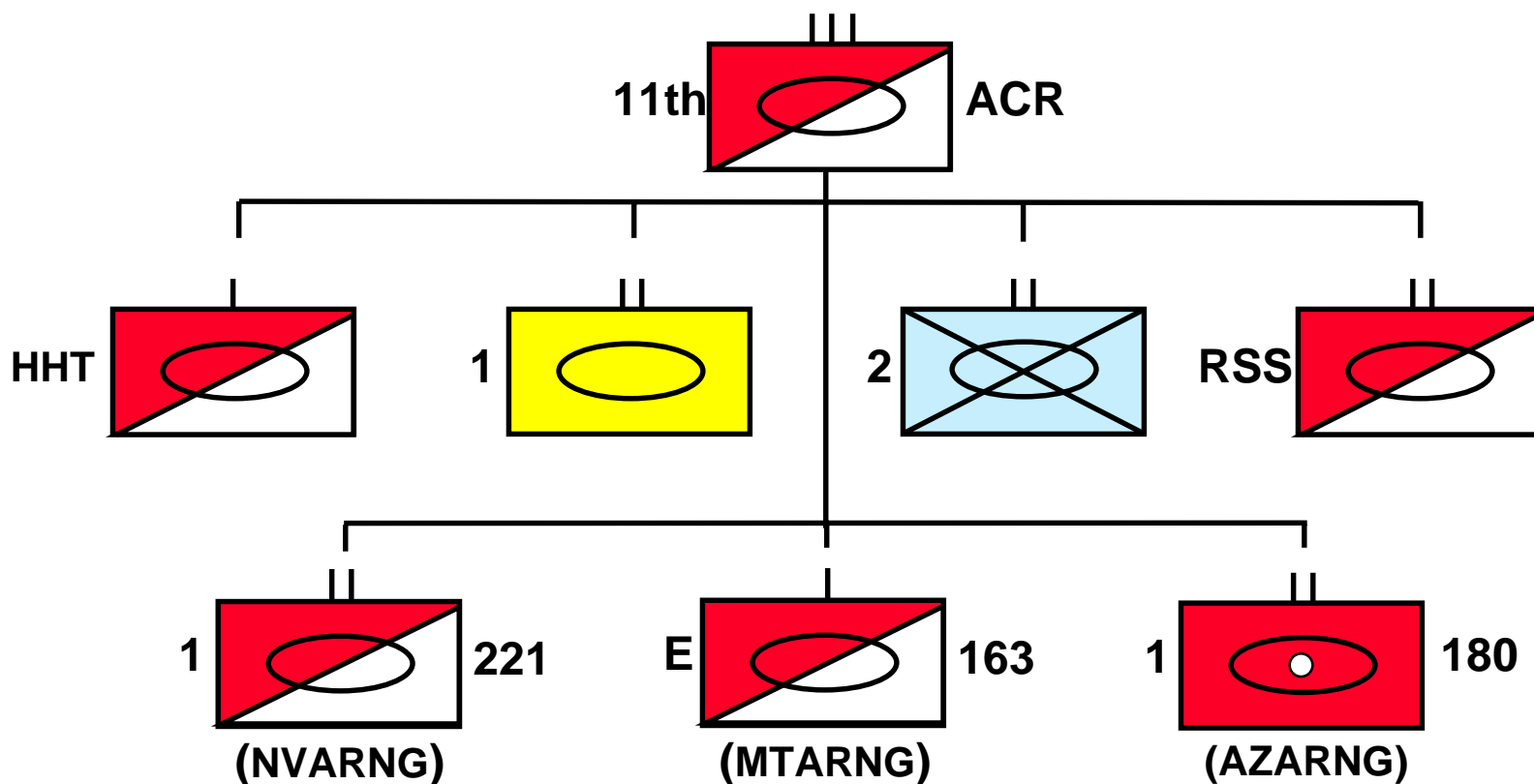
Conditions Menu continued



- **OPFOR acts as a rheostat based upon...**
 - ✓ **Use of Civilians on Battlefield**
 - ✓ **Use of Insurgents**
 - ✓ **Amount of OPFOR Fixed / Rotary wing Aircraft**
 - ✓ **Use of EW**
 - ✓ **Media on Battlefield**



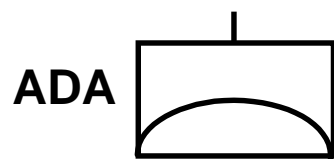
11TH ACR ORGANIZATION



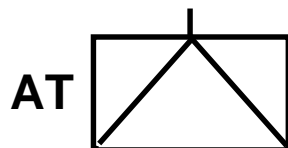


OPFOR ORGANIZATION

Separate Troops

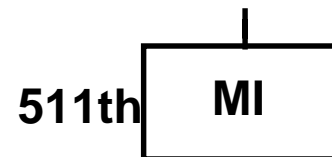


SA-8
SA-9
SA-14
SA-18
ZSU



AT-5
(mounted/dismounted)

2A45M

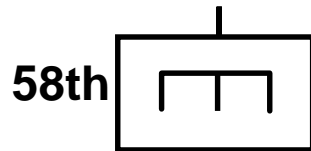


TLQ
TRQ
GSR
Deception

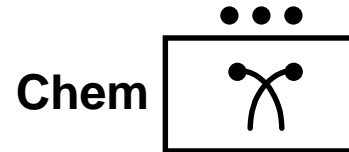


OPFOR ORGANIZATION

Separate Troops



MOD
MSD
UMZ
IMR



TDAM
RKH



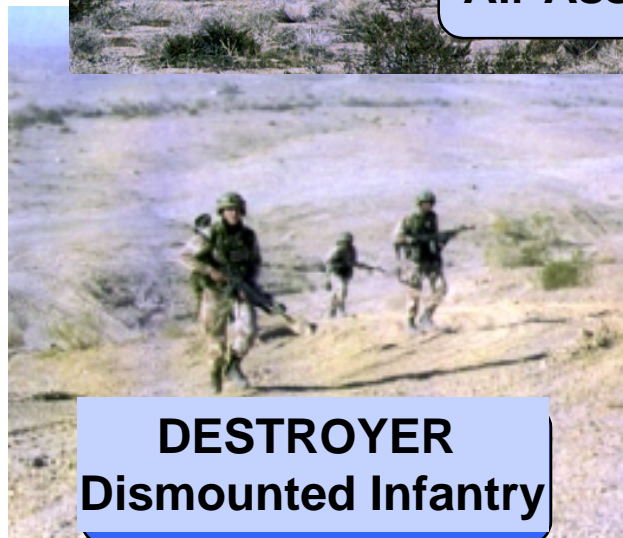
OPFOR ORGANIZATION

Infantry Augmentees

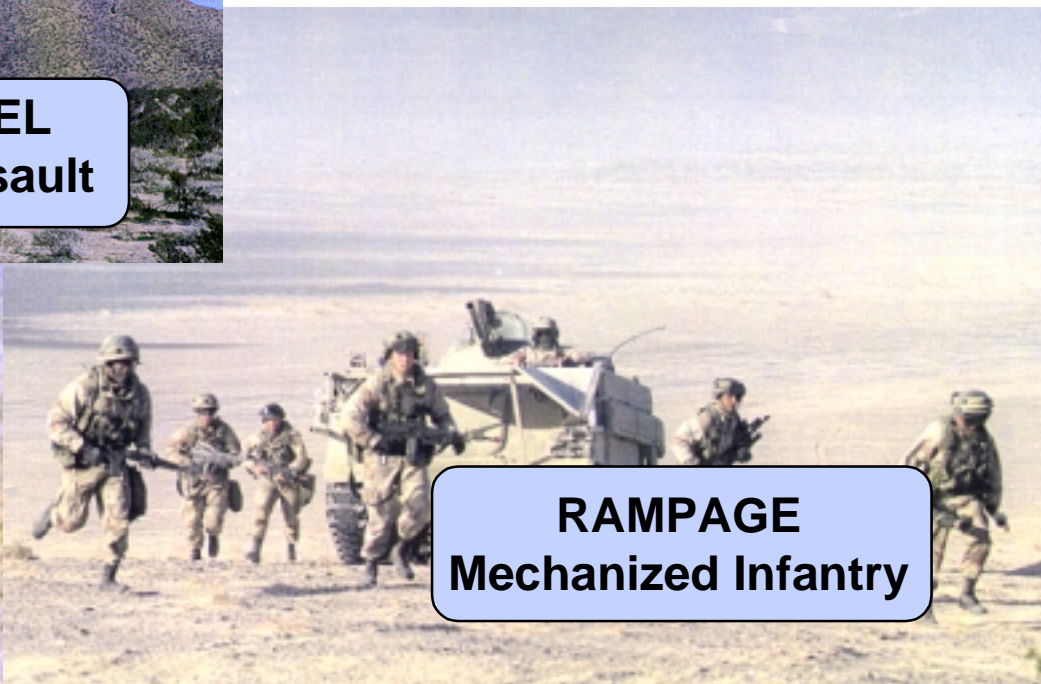


ANGEL
Air Assault

100 - 300 Infantry



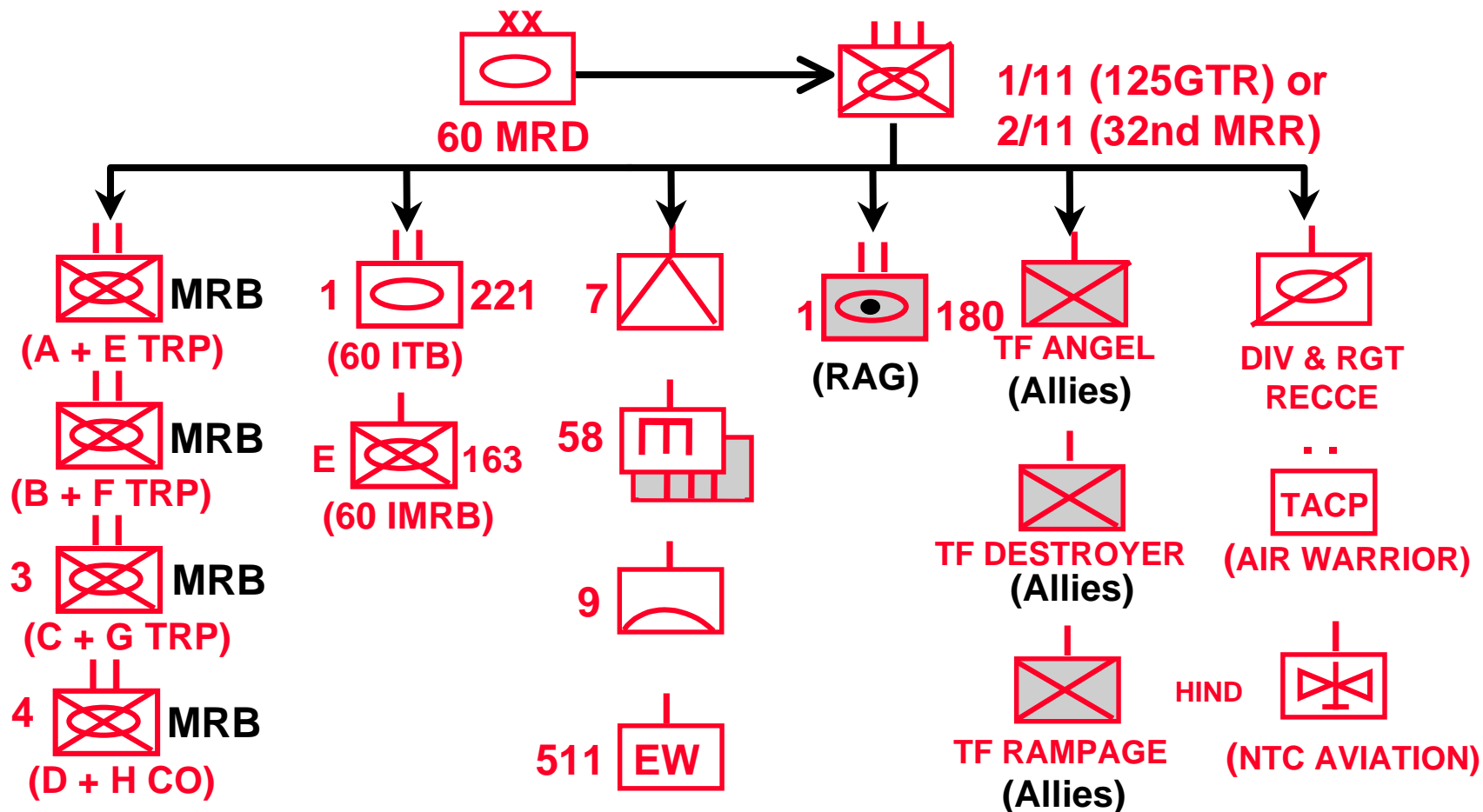
DESTROYER
Dismounted Infantry



RAMPAGE
Mechanized Infantry

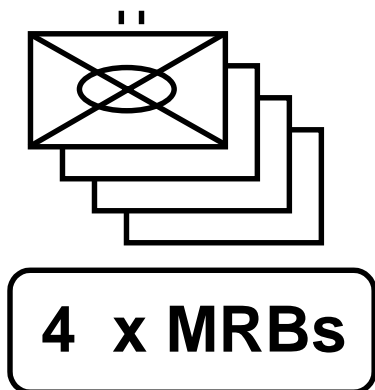


60th Guards Motorized Rifle Division Organization

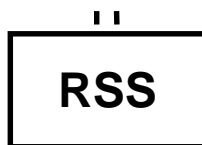




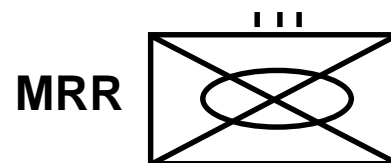
MOTORIZED RIFLE REGIMENT



+



=



116 BMPs
41 - 51 T-80s

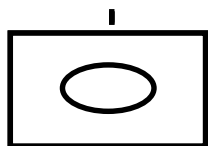
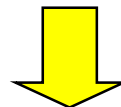
Commanded by
Lieutenant Colonel



MOTORIZED RIFLE BATTALION

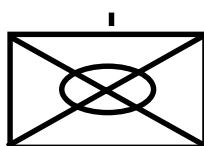


Commanded by
a Captain



10 x T-80s
3 x BMPs

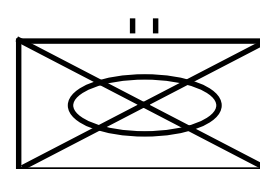
+



24 x BMPs

=

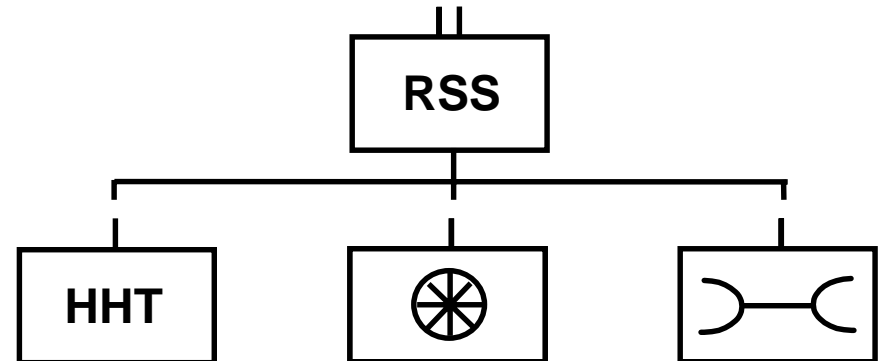
MRB



28 BMPs
10 T-80s



REGIMENTAL SUPPORT SQUADRON





BATTLE RHYTHM



Prep DIS

DIS

Prep HATK

0001

1200

0001

1200

0001

1200

0001

TD 1

TD 2

TD 3

Div Recon enters sector

—MRR OPORD

MRR Rehearsal ————— Reg Recon enters sector

Angel/ Destroyer inserts

—————
MRR Attack

—————Suspension of Battlefield effects

HOTWASH —————

—————
MRB Secures Sector

—————
Div Recon enters sector

—————
MRB defensive prep

—————
MRB Map Rehearsal

—————
Counter Recon fight/ DRT sweeps

—————
Reg Recon enters sector

—————
MRB Defense



OPFOR VEHICLES



T-80/T-80U

BMP I/II

BRDM

AT-5

2A45M

HIND

SA-8 / 9 / ZSU-23-4



BLACKHORSE BROTHERS



- **Officers and Senior NCO's from Regimental Staff**
 - ✓ **BH Brother Augmentees from Ops Group**
 - ✓ **15 Brothers - Sidewinder Coverage**
 - ✓ **Density Allows 1 BH Brother per MRB**
- **Purpose: Enforce ROE, RID, Safety**
- **No authority to kill BLUFOR**
 - ✓ **Kill OPFOR IAW ROE/RID**
 - ✓ **Operate on Blackhorse 1 OCCS**
 - ✓ **Liaisons with On cycle OC Teams**



BLACKHORSE BROTHERS



➤ Green Keys

- ✓ IAW ROE, each MRC authorized 4 green keys and 2 controller guns
- ✓ Enables MILES checks/boresighting

➤ Re-Keys

- ✓ Requests go to TAF via FM on the 60th GMRD net
- ✓ BH 5 can authorize rekey
 - ❖ Bogus Kill Code / Not in direct fire contact
 - ❖ Honest Broker



OPFOR THREAT

Our Desired Endstate



- **Fielding an opposing force that is . . .**
 - ✓ **Versatile and flexible, capable of conducting missions across the entire spectrum of conflict**
 - ✓ **More unpredictable, with less emphasis on former Soviet Union doctrine**
 - ✓ **Able to respond immediately to opportunities on the battlefield**
 - ✓ **Proficient at night operations**



Civilians on the Battlefield People's Parumphian Guerrillas



COB/PPG MISSION



The 11th Armored Cavalry Regiment conducts COB and PPG operations to provide brigade task forces the opportunity to achieve proficiency in SASO and force protection tasks in order to promote host-nation relations and sustain combat power.



GOAL



To provide a structured, competitive COB/PPG training environment that is integrated into force-on-force operations through both free-play and directed events.

Place a premium on SASO/force protection

Drive units to plan for and protect the force



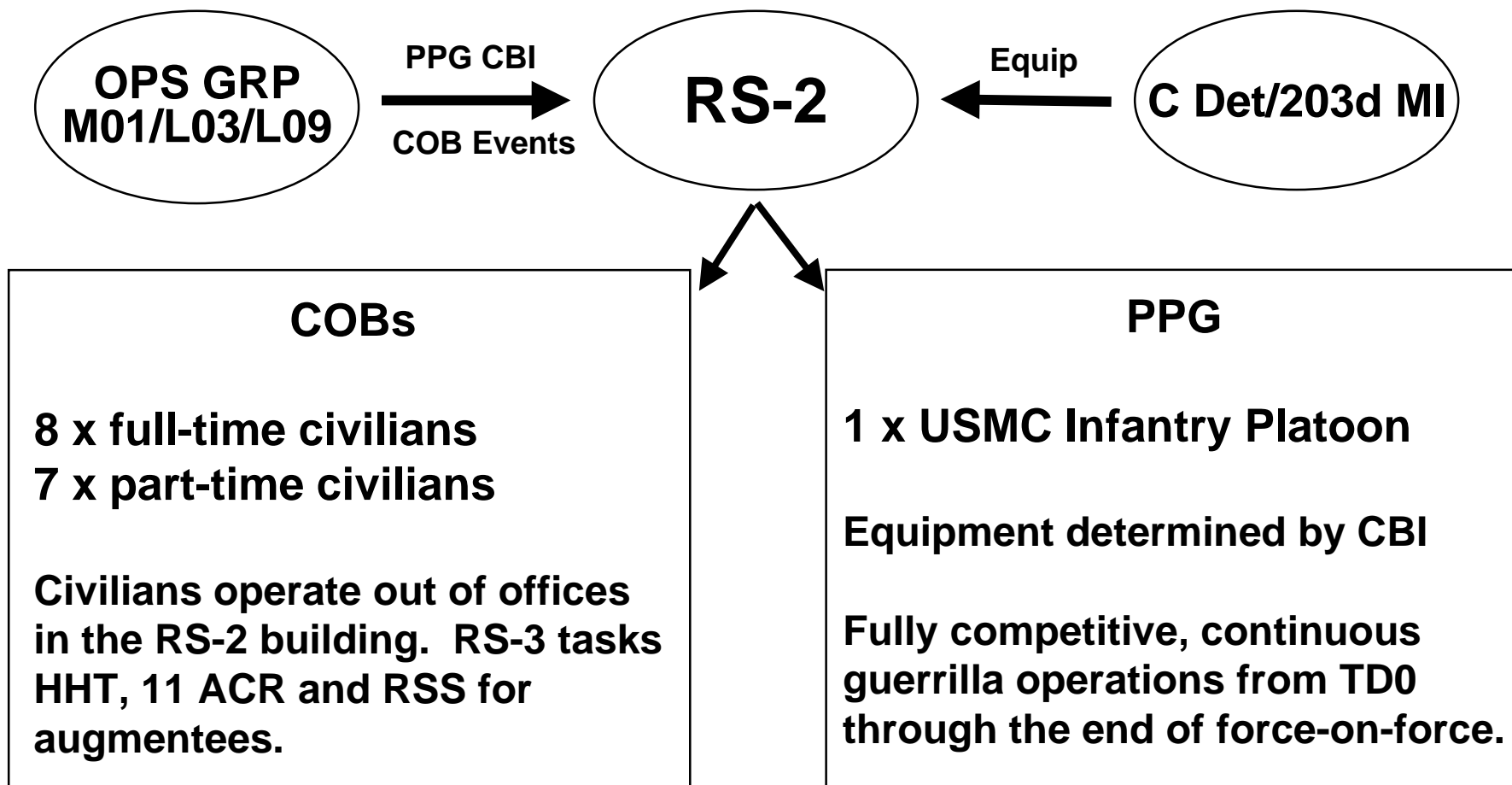
No force protection = Degraded combat power and ability to accomplish the mission

Have significant cause and effect actions to emphasize force protection

Drives force protection/ SASO assessments into IPB



ORGANIZATION





OPERATIONS



- **Lizard Scenario Writers and Mustangs develop CBI:**
 - ✓ **Structure COB/PPG events**
 - ✓ **Determine outline of free-play based on scenario, escalating branches/linkages**
 - ✓ **Determine intel possessed by COB/PPG**

- **PPG pre-execution check:**
 - ✓ **Target nomination to Lizard TOC**
 - ✓ **Determine with Lizards the OC Team involved**
 - ✓ **Blackhorse Brother drops to team internal**
 - ✓ **Outlaw 1/BH6 only disapproval for mission**



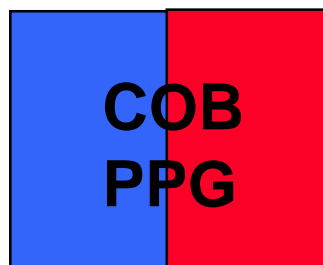
OPERATIONS



- **Targets of opportunity executed only if OC is present with target, or can be coordinated with in a timely manner.**
- **Blackhorse Brothers assist the OCs covering PPG events.**
- **OCs dictate when mission is completed and/or training objectives are met.**
- **NTC ROE/RID applies to all operations.**
- **Blackhorse Brothers provide 24/7 coverage of PPG.**



INTELLIGENCE FLOW



During a rotations, Lizards and Mustangs decide intel available to be passed to BLUFOR.

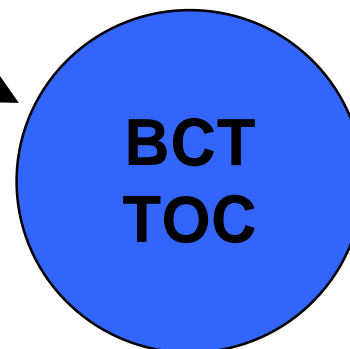
FM UNSECURE or face-to face.



If COB personnel processed and treated properly, intel available to BLUFOR.



**HUMINT that ties in with SIGINT.
Drives pattern analysis to
support predictive intelligence.**





COB/PPG KEY POINTS



- **COB/PPG operations adhere to NTC ROE/RID.**
- **PPG activity is primarily free-play, with coordination through Lizard TOC. COB play remains scripted.**



COB/PPG KEY POINTS

continued



- **All events (including searches of COB/PPG) will have OC coverage.**
- **Focus is to present clear cause and effect for force protection training.**
- **All PPG operations are fully competitive and continuous in nature**



11TH ARMORED CAVALRY



OFFENSIVE OPERATIONS



AGENDA



- **General Overview**
 - ✓ Philosophy
 - ✓ Doctrine
- **Offensive Operations**
 - ✓ Deliberate Attack
 - ✓ Meeting Battle
 - ✓ Raid
- **Planning**
 - ✓ Deliberate Decision-Making Process
 - ✓ 3 - 4 COAs per Mission
 - ✓ Wargames



AGENDA

Continued



- **Planning Continued**
 - ✓ Rehearsals
- **Organization**
- **Deliberate Attack**
 - ✓ Reconnaissance
 - ✓ Shape the Battle Field
 - ✓ Penetration
 - ✓ Secure the Objective
- **Meeting Battle**
- **Raid**



TYPES OF MISSIONS



- **Meeting Battle**
 - ✓ Enemy is moving or location is unknown.
 - ✓ Basically a Reg't Battle Drill
- **Attack Against A Defending Enemy**
 - ✓ Deliberate Attack/Penetration Mission
- **Other Offensive Missions**
 - ✓ Raiding Detachment
 - ✓ Reconnaissance Detachment
 - ✓ Forward Detachment



PLANNING OPFOR MISSIONS



- **Combat Battle Instructions (CBI)**
- **Military Decision Making Process**
 - ✓ FM 101-5
- **Wargaming**
 - ✓ Develop 3-5 COAs
 - ✓ Wargame at least 3 with ALL BOS reps.



PLANNING OPFOR MISSIONS



- **Rehearsals in the field**
 - ✓ **Involves all Commanders**
 - ✓ **Includes all scout TCs**
 - ✓ **Sandtable walk through**
 - ✓ **2 COAs**
- **Fires and Staff Synch**



COMMANDER'S DECISION PROCESS



- **Decision matrix - WARGAME BASED**
- **Normally 3-5 COAs - ENEMY BASED**
- **RECON normally eliminates a COA**
- **COA decision made *after* FD/ED BATTLE**



IMPERATIVES



- **Successful Recon**
- **Shape The Battlefield**
 - ✓ Light Companies
 - ✓ Engineers
 - ✓ Special Munitions
 - ✓ IEW
- **Simultaneous Attacks Throughout The Depth Of Battlefield**
- **Protect The Force**
 - ✓ Get every system in the fight
- **Mass Combat Power**
 - ✓ Retain ability to maneuver



ORGANIZATION



DIV Recon

4/4/1/6

Regt Recon

4/4/2GSR/1ERP/2RKH

ADA

6/6/4/9

EW

3/3

ENGR

2/2/1

AAG (SEAD only)

DAG

1 BM21 Bn

2 2S5 Bn

RAG

1 2S1 Bn

2 2S19 Bn

Mortars (3-4 BTRY'S)

CAS (4 sorties)

ATK AVN (4-6 Sokol)



ORGANIZATION



FD (MRB +)

13/36/3 AT-5s

ENG (MSD)

TDAM

100xINF (TF RAMPAGE)

ADA

Main Body (2xMRB)

10/28 ea

Main and Spt Effort

2d Ech (5th ME or MRB-)

ED (5th ME or MRB-)

5th ME = Tk Co (+)

MRB(-)

ATB

TF Angel (AASLT)

100 INF/3 x AT-5

4 x 82mm Mortars

TF Destroyer (Truck Mtd)

100 INF/3 x AT-5

1/3 Escort/120mm Btry



TIMELINE



H - 36

Division Recon RL

H - 24

Reg't Order

H - 18

Reg't Rehearsal

H - 12

**Reg't Recon; Light
Inf Infiltration**

H - 45min

CRPs RL

H

FD RL

H + 1

MRR Main Body

H + 2

MRR 2d Echelon



DIVISION RECON



➤ Organization

- ✓ 4 X BMP / 4 X BRDM
- ✓ 1 X GSR / ERP
- ✓ 6 X DISMOUNTED RECON TMS (DRTS)

➤ Mission: zone and route reconnaissance to confirm enemy location and intent

➤ Timeline

- ✓ RL IAW CBI
 - ❖ approximately 36 - 48 hours prior to RL
- ✓ By RID, exit sector at 6 hours after Regt Recon RL (except DRTs, mob kill, maint down)



DIVISION RECON



➤ Other Key Points

- ✓ DIV RECON may engage HPTs based on commander's guidance.
- ✓ AIR insertion of DRTs possible.
- ✓ All INTEL comes from internal sources -- we receive no "division" read.
- ✓ IAW ROE/RID: If Recon is attrited, MRR may request additional recon groupings.



ELECTRONIC WARFARE COMPANY



➤ Organization:

- ✓ 3 X COLLECTOR (TRQ-32)
- ✓ 3 X JAMMER (TLQ-17)

➤ Mission:

- ✓ Collectors - INTEL gathering in the electronic spectrum
- ✓ Jammers - Deny enemy use of EM spectrum, protect RECON forces
- ✓ Deception - Deny enemy jammers and deceive enemy collectors



EW COMPANY

Continued



➤ Other Key Points:

✓ RID Issues

- ❖ Positioned IAW METT-T - May be out of sector (w/DTOC approval)**
- ❖ May position forward of RL w/DTOC approval**



REGIMENTAL RECON



- **Organization:**
 - ✓ 4 X BMP/ 4 X BRDM
 - ✓ 2 X GSR / 2 X RKH / 1 X ERP
 - ✓ Occasionally authorized additional OPs
- **Mission: zone & route Recon to confirm enemy situation and answer PIRS**
- **Timeline:**
 - ✓ RL IAW CBI
 - ❖ approximately 12 hours prior to RL
 - ✓ Remain in sector until COM



TASK FORCE ANGEL



➤ Organization

- ✓ A light company with air assault capability
- ✓ 100 x AUG INF / 3 x AT-5/4 x 82mm Mortars

➤ Mission

- ✓ Task: Seize key terrain and/or destroy enemy
- ✓ Purpose: Protect the flank of the MRR



TF ANGEL

Continued



➤ **ADDITIONAL KEY POINTS**

- ✓ **Can truck insert with 1/3 escort and 120mm Mortars**
- ✓ **False insertions authorized**
- ✓ **Out of sector insertion covered in ROE/RID**



TASK FORCE DESTROYER



➤ Organization

- ✓ 100 x AUG INF / 3 x AT-5
- ✓ 1 x 120mm MORTAR BTRY/ ESCORT 1/3

➤ Mission

- ✓ Task: Seize key terrain and/or destroy 1 Co/Tm
- ✓ Purpose: Protect the flank of the MRR

➤ Additional Key Points

- ✓ Truck insertion to a dismount point, then dismounted attack to a designated objective
- ✓ 1/3 escort provides security



FORWARD DETACHMENT



➤ Organization

- ✓ Reinforced MRB
- ✓ TF Rampage
- ✓ AT/ Engr / ADA

➤ Mission

- ✓ TASK: Seize key terrain / destroy enemy forces
- ✓ PURPOSE: Create POP for Main Effort



FD



➤ **TIMELINE**

✓ **LD TIME**

- ❖ **CRP - 0615 HOURS D-DAY**
- ❖ **FP - 0655 HOURS D-DAY (IF EMPLOYED)**
- ❖ **FSE - 0700 HOURS D-DAY (IF EMPLOYED)**
- ❖ **MB - 0715 HOURS D-DAY (0700 IF NO FSE)**

➤ **ADDITIONAL KEY POINTS**

- ✓ **AG employed when commander is not sure of enemy situation**
- ✓ **The RAG may follow immediately behind the FD/AG**



ENVELOPING DETACHMENT



➤ Organization

- ✓ MRB
- ✓ Tank Co (-) (5th ME)

➤ Mission

- ✓ TASK: Fix flank forces
- ✓ PURPOSE: Protect the flank of ME



5TH MANEUVER ELEMENT



- **Organization**
 - ✓ Reinforced Tank Co
- **Mission - Enveloping detachment or the 2d Echelon**
- **Additional Key Points**
 - ✓ Represents a flank or follow on maneuver element
 - ✓ Under the control of the MRR



MAIN BODY



➤ Organization

- ✓ 2 MRBs (10/28)
- ✓ AT BN (-)
- ✓ ENGR BN (-) (1 x MOD/UMZ/MSD)

➤ Mission

- ✓ TASK: Seizes key terrain or defeats enemy forces
- ✓ PURPOSE: To facilitate the passage of follow on forces



MAIN BODY (CONT)



➤ Timeline

✓ LD Time (Notional)

- ❖ CRP - 0715 HOURS D-DAY (0615 IF NO FSE)
- ❖ MB - 0745 HOURS D-DAY (0700 IF NO FD/AG)

➤ Additional Key Points

- ✓ DAG moves with the MRR main body



2ND ECHELON



➤ Organization

- ✓ MRB (-) 7/17

➤ Mission

- ✓ Follow and assume ME
- ✓ Fix forces on opposite flank

➤ Timeline

- ✓ LD O/O following 1st Ech (30 minutes)
 - ❖ MRR may attack without 2d Echelon



ENGINEER



➤ MSD

✓ Organization

- ❖ 2 X ACE

- ❖ 2 X VISMOM M-113

✓ Mission: facilitate the unimpeded movement of the MRR

➤ MOD/UMZ

✓ Organization

- ❖ M548 w/Admin Vehicle

- ❖ 3 X VISMOM M-113 W/TRAILER

✓ Mission - Emplaces mine field to deny a mobility corridor or establish an engagement area



ENGINEER (CONT)



➤ **UMZ**

✓ **Organization**

❖ 1 X VISMED followed by Truck/HMMWV

✓ **Mission: Emplaces mine field to deny a mobility corridor or establish an engagement area**

➤ **Other Key Points**

✓ **MOD and UMZ usually attached to the ATB**

✓ **UMZ has 4 hour duration**

✓ **MOD uses conventional mines**



ARMY ARTILLERY GROUP (AAG)



- **Organization - 1 X 2S7 BN (203mm)**
- **Mission - Provide SEAD support for air assaults and fire pre-planned persistent chemical strikes**
- **Timeline**
 - ✓ **Begins 60 minutes prior to PZ**
 - ✓ **Ends 60 minutes after last lift LZ**



DIVISION ARTILLERY GROUP (DAG)



- **Organization**
 - ✓ **2 X 2S5 BN (152mm)**
 - ✓ **1 x BM-21 BN (122mm)**
- **Mission - Reinforces RAG fires, counter-battery, delivers special munitions and engages high priority targets (HPT)**



DAG Continued



- **TIMELINE - available 2 hours prior to LD**
- **OTHER KEY POINTS**
 - ✓ **May fire persistent chemical in lieu of AAG**
 - ✓ **Generally will not deploy forward of the main body**



REGIMENTAL ARTILLERY GROUP (RAG)



➤ Organization

- ✓ 1 x 2S1 BN (122mm SP)
- ✓ 2 x 219 BN (152mm SP)
- ✓ or 2 x 2S3 if BCT does not have PALADIN

➤ Mission - Provide indirect fire support for regimental maneuver elements



RAG

Continued



➤ Timelines

- ✓ Available 2 hours prior to FD/AG LD
- ✓ Trails FD/AG

➤ Additional Key Points

- ✓ Has ability to fire FASCAM and counter-battery, but is rarely employed in that role
- ✓ Has ARC-1 Radar (Counter-battery)



MORTARS



- **Organization**
 - ✓ 1 x BTRY per MRB
 - ✓ 1 x 120 mm BTRY with TF Destroyer
 - ✓ 1 x 82 mm BTRY with TF Angel
- **Mission - Provide immediate fire support for the MRB Commander.**



AIR SUPPORT (SOKOL)



➤ Organization

- ✓ 6 X HIND-Ds (DIVISION ASSET)

➤ Missions

- ✓ Flank security
- ✓ Support the point of penetration
- ✓ Defeat Counterattacks
- ✓ Armed Reconnaissance



CLOSE AIR SUPPORT



➤ Organization

- ✓ 2 - 8 Sorties (Ivan - Red Air)
- ✓ AIR WARRIOR strike aircraft as dictated by CBI

➤ **Mission: To destroy counter-attacking or defending enemy forces through the depth of the formation**

➤ **Controlled by the MRR TAC**



AIR DEFENSE ARTILLERY



➤ Organization

- ✓ 9 - 12 X SA-18 Teams
- ✓ 6 X ZSU 23-4 (ASET IV)
- ✓ 4 x SA-9 (ASET IV)
- ✓ 4 x SA-8 (ASET IV)
- ✓ 3 x Command and Control Radar (ASET IV)

➤ **Mission:** To provide early warning and air defense coverage against enemy air



ADA (CONT)



➤ OTHER KEY POINTS

- ✓ 2 SA-18 BRDMs sent out during Reconnaissance Phase
- ✓ Task organized with maneuver forces



RECONNAISSANCE PHASE



➤ Major Players

- ✓ DIV Recon
- ✓ Electronic Warfare
- ✓ Regt Recon
- ✓ CRP/FD

➤ OTHER

- ✓ ADA
- ✓ RETRANS
- ✓ MANEUVER
- ✓ SOKOL/HAWK (DRT Insertion)



RECONNAISSANCE DETACHMENT (RD)



- **Organization - Reinforced MRB or MRC**
- **Mission**
 - ✓ **Route Reconnaissance**
 - ✓ **Zone Reconnaissance**
 - ✓ **Seize key terrain**
- **Timeline**
 - ✓ **RL IAW CBI**



RD

Continued



➤ Other Key Points

- ✓ By RID, MRR can employ when Division/Regimental RECON becomes attrited
- ✓ If not CBI, requires prior coordination with DTOC



SHAPING THE BATTLE FIELD PHASE



➤ Major Players

✓ Maneuver

- ❖ Angel
- ❖ Destroyer
- ❖ ED
- ❖ FD/AG

➤ Major Players

✓ Fires

- ❖ Special Munitions
- ❖ AAG(SEAD ONLY)
- ❖ DAG
- ❖ RAG
- ❖ Mortars
- ❖ CAS/SOKOL
- ❖ EW

✓ Other

- ✓ MOD/UMZ
- ✓ TDAM



PHASES OF FIRE

➤ **Phase I : Support Forward Movement of Troops. Generally Prior To First Contact By FD**

- ✓ **Smoke (Protect to Force)**

- ✓ **Targets**

 - ❖ **OPs, COLTS, Counter-Battery, Recon**

➤ **Phase II : Preparation for Attack**

- ✓ **Targets**

 - ❖ **C2**

 - ❖ **Forward Maneuver Elements**



PHASES OF FIRE

Continued



➤ **PHASE III: Support Of The Attack At Point Of Penetration**

✓ **Targets**

❖ **C2, Counter-battery, Maneuver**

➤ **Phase IV : Fire Accompaniment To The Depth Of The Enemy Defense (End Of Phase Iii Throughout Penetration)**

✓ **Targets**

❖ **Reserves, Counter-attack Axis**



SPECIAL MUNITIONS



- **PERSISTENT (1)**
- **NON-PERSISTENT (6)**
- **SMOKE**
- **FASCAM (2)**



PENETRATION PHASE



➤ Major Players

✓ Maneuver

- ❖ FD/ED
- ❖ ATB
- ❖ Main Body (2 MRB'S)
- ❖ 2nd Echelon

➤ Major Players

✓ Fires

- ❖ DAG
- ❖ RAG
- ❖ Mortars
- ❖ CAS
- ❖ SOKOL
- ❖ EW

✓ Other

- ❖ ENG
- ❖ TDAM



SECURING THE OBJECTIVE



➤ Major Players

✓ Maneuver

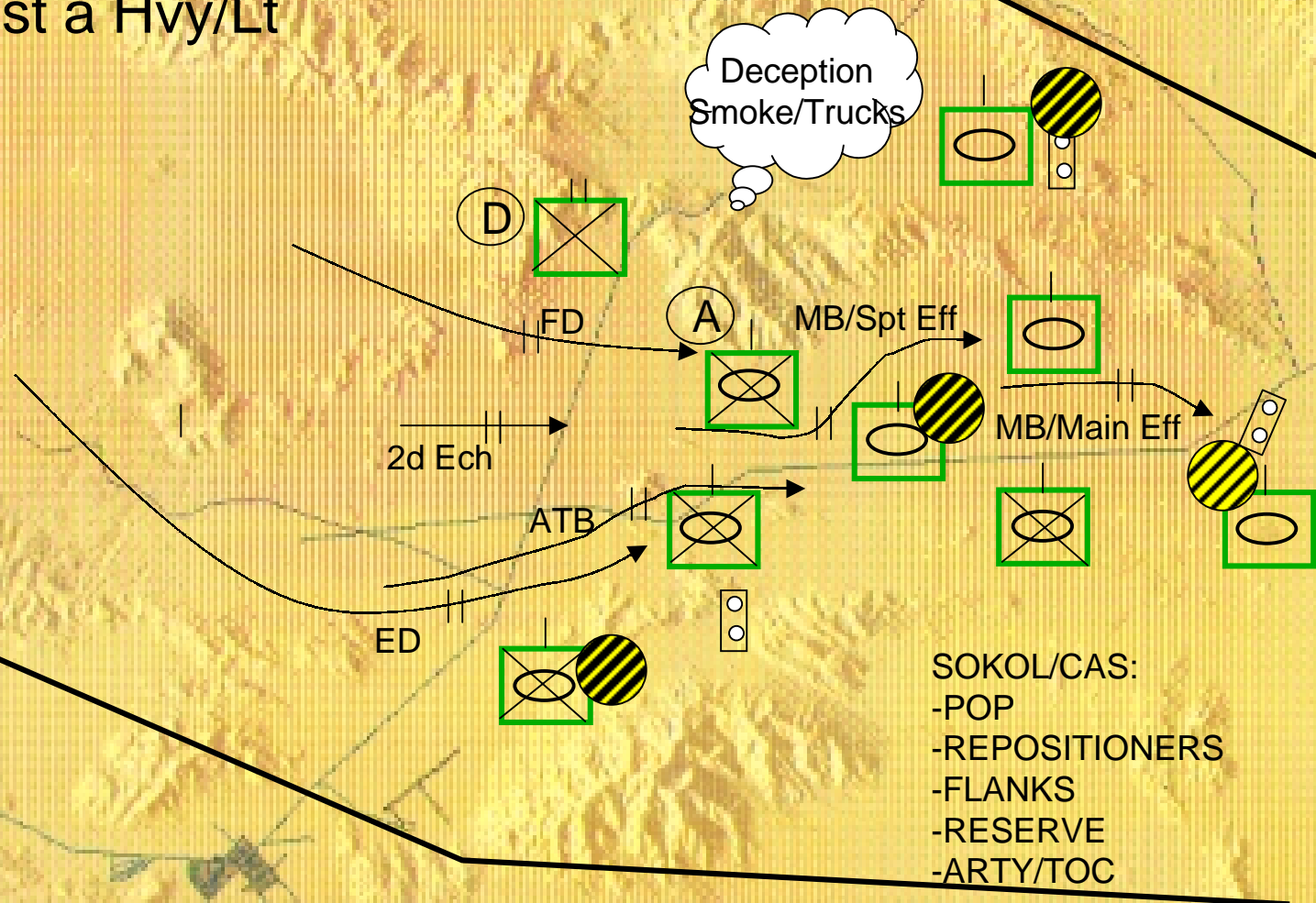
- ❖ Main Body
- ❖ 2nd Echelon

➤ Major Players

✓ Fires

- ❖ DAG
- ❖ RAG
- ❖ Mortars
- ❖ CAS
- ❖ SOKOL
- ❖ EW

A "potential" COA for North/Central Corridor fight against a Hvy/Lt Bde





COMMAND AND CONTROL



➤ TOC

- ✓ Maintains Command And Control NET 1700, D-2 to 0630, D-DAY
- ✓ Has Admin Function During Battle i.e.. rekeys, O/C assistance, ADA engagement reporting, CAS assessments, etc...

➤ TAC/CMD GRP

- ✓ Maintains Command And Control 0630 D-day Through Mission Accomplishment



MRR MEETING BATTLE



- **The focus of the MRR is to destroy the attacking enemy force.**
- **Essentially this is an MRR battle drill. The penetration phase is replaced with the destruction phase.**



RECONNAISSANCE PHASE



➤ Significant Differences

- ✓ No DIV RECON
- ✓ REGT RECON LD Simultaneous with BDE Scouts
 - ❖ NET EENT night prior
 - ❖ NLT 4 hours prior to LD



SHAPING THE BATTLEFIELD PHASE



- **Significant Differences**
 - ✓ **No 5th maneuver element**
 - ✓ **Advance Guard**
 - ❖ **Destroy lead TF**
 - ❖ **Fix trail TF**
 - ✓ **Can employ an ED or FSD**



DESTRUCTION PHASE



➤ Significant Differences

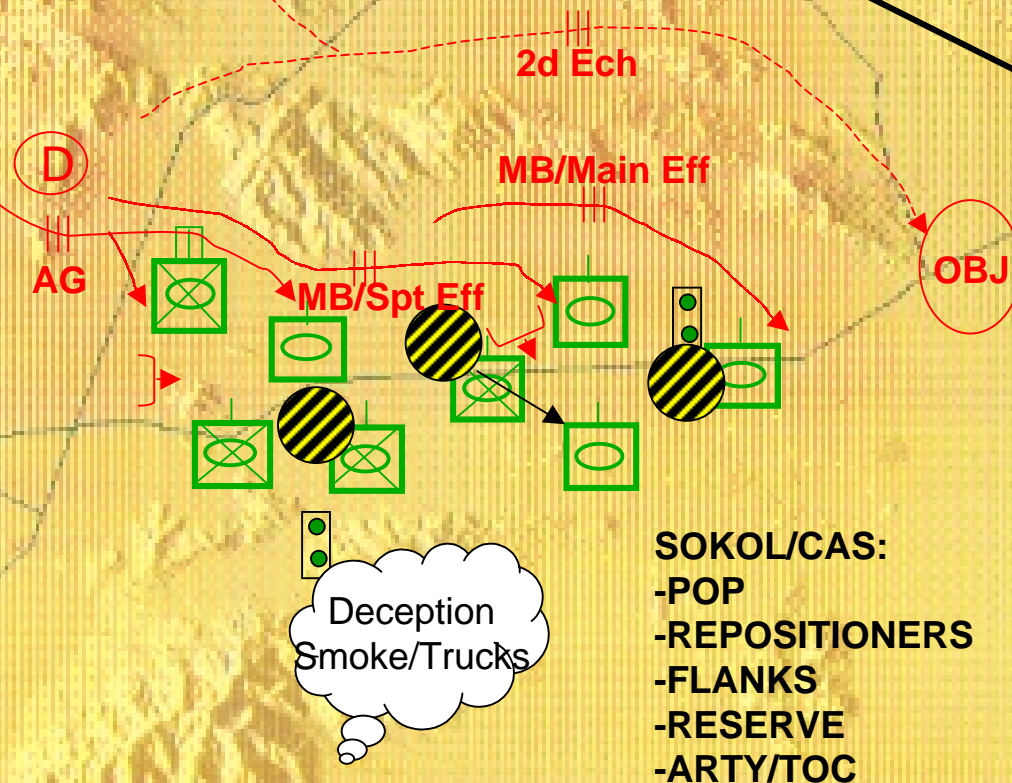
✓ Main Body (SPT EFF)

- ❖ Destroy Trail TF
- ❖ Fix Reserve

✓ Main Body (Main EFF)

- ❖ Destroy Reserve
- ❖ Seize OBJ

A "potential" COA for
North/Central Corridor
fight against a Hvy, 2 TF
Bde





THE MOTORIZED RIFLE BATTALION IN THE DEFENSE



AGENDA

- **REFERENCES**
- **SECURITY ZONE**
 - ✓ **MISSION**
 - ✓ **ORGANIZATION**
- **MAIN DEFENSE**
 - ✓ **MISSION**
 - ✓ **ORGANIZATION**
- **DISCUSSIONS / QUESTIONS**



REFERENCES

- **TRADOC PAM 360-16**
- **FM 100 - 60**
- **MRC HANDBOOK**
- **11th ACR TACSOP**



TYPES OF DEFENSES

➤ DEFENSE OUT OF CONTACT

- ✓ Security Zone
- ✓ 1st Echelon Defense

➤ DEFENSE IN CONTACT

- ✓ Covering Zone
- ✓ Forward Position



SZ MISSION

**AN MRB ESTABLISHES A SECURITY
ZONE NLT TIME TBD TO ATTRIT AND DELAY
ENEMY FORCES IN ORDER TO ALLOW 1ST
ECHELON FORCES TIME TO PREPARE
DEFENSIVE POSITIONS.**



SZ ORGANIZATION



Regt RECON

0/4/4

2 x GSR/ ERP / RKH

2 x SA-18 BRDMS

Reinforced MRB or MRB(-)

10/28

100-200 INF

2-4 x 2A45M

1 x 120 mm Mortar Battery

ADA

2/4/2/6

EW

2/2

ENGR

6 x D7's /4 x SEEs

1x MOD/1x UMZ/1x MSD/

1x IMR

Wire/ mine package

14 wire obstacles

14 minefields



SZ ORGANIZATION



DAG

1x BM21 BN

1x 2S5 BN

RAG

1x 2S1 BN

1x 2S19 BN

Special Munitions

1x PCHEM

6x NPER

2x FASCAM

CAS

4-6 SORTIES

Under MRR Control

SOKOL

4-6 HIND-Ds

Used on counter Colt

Sweeps during prep day.

Used to block penetrations

CAR

3/8/3

1 x120 mm Mortar

2 x SA 18

1 x ZSU 23-4

MOD

TDAM



RECON / COUNTER- RECON



➤ REGIMENTAL RECONNAISSANCE

➤ MRB CSOPs

- ✓ 3-4 X BMP/ 2 X BRDM
- ✓ Use T80s during limited visibility

➤ MISSION

- ✓ Screen to prevent enemy observation of MRB defensive preparation
- ✓ RECON to identify enemy main effort and confirm or deny enemy COA



INITIAL POSITIONS

➤ MISSION

- ✓ **TASK:** Destroy enemy reconnaissance and the lead CO/TM
- ✓ **PURPOSE:** Cause the lead TF into piecemeal commitment into the subsequent positions



INITIAL POSITIONS



➤ Positions

- ✓ Ambush positions
- ✓ Limited engineer assets

➤ Fires

- ✓ PHASE I: Fire interdiction of advancing enemy troops.
- ✓ FOCUS: HPTs and lead CO/TM



SUBSEQUENT POSITIONS



➤ Mission

- ✓ **TASK:** Destroy lead task force main body
- ✓ **PURPOSE:** to create separation within the enemy's main body



SUBSEQUENT POSITIONS



➤ Positions

- ✓ Limited engineer assets
- ✓ Transition to CSOPs
 - ❖ Remain in place, i.e. strongpoint
 - ❖ Let enemy bypass and CATK
 - ❖ Displace to CSOP

➤ Fires

- ✓ PHASE II: Fire to repel enemy attack
- ✓ FOCUS: Lead TMs
- ✓ SPECIAL MUNITIONS: Shape and disrupt



FORWARD POSITIONS



➤ Missions

- ✓ Task: Destroy the BCT
- ✓ Purpose: To allow 1st echelon forces time to
- ✓ prepare defensive positions.



FORWARD POSITIONS



➤ Positions

- ✓ Battle positions - “Bear Claws”
- ✓ Main engineer effort

➤ Fires

- ✓ Phase III: Fire support of defending troops
- ✓ FOCUS: TMs in the breach and C2
- ✓ SPECIAL MUNITIONS:
 - ❖ FASCAM to reseal the breach
 - ❖ Non Persistent to disrupt reserve



EMPLOYMENT OF DISMOUNTED INFANTRY



- **Mission**
 - ✓ **TASK:** Deny key terrain/attrit enemy forces
 - ✓ **PURPOSE:** To prevent envelopment of the MRB
- **Protect AT assets**
- **Overwatch Obstacles**



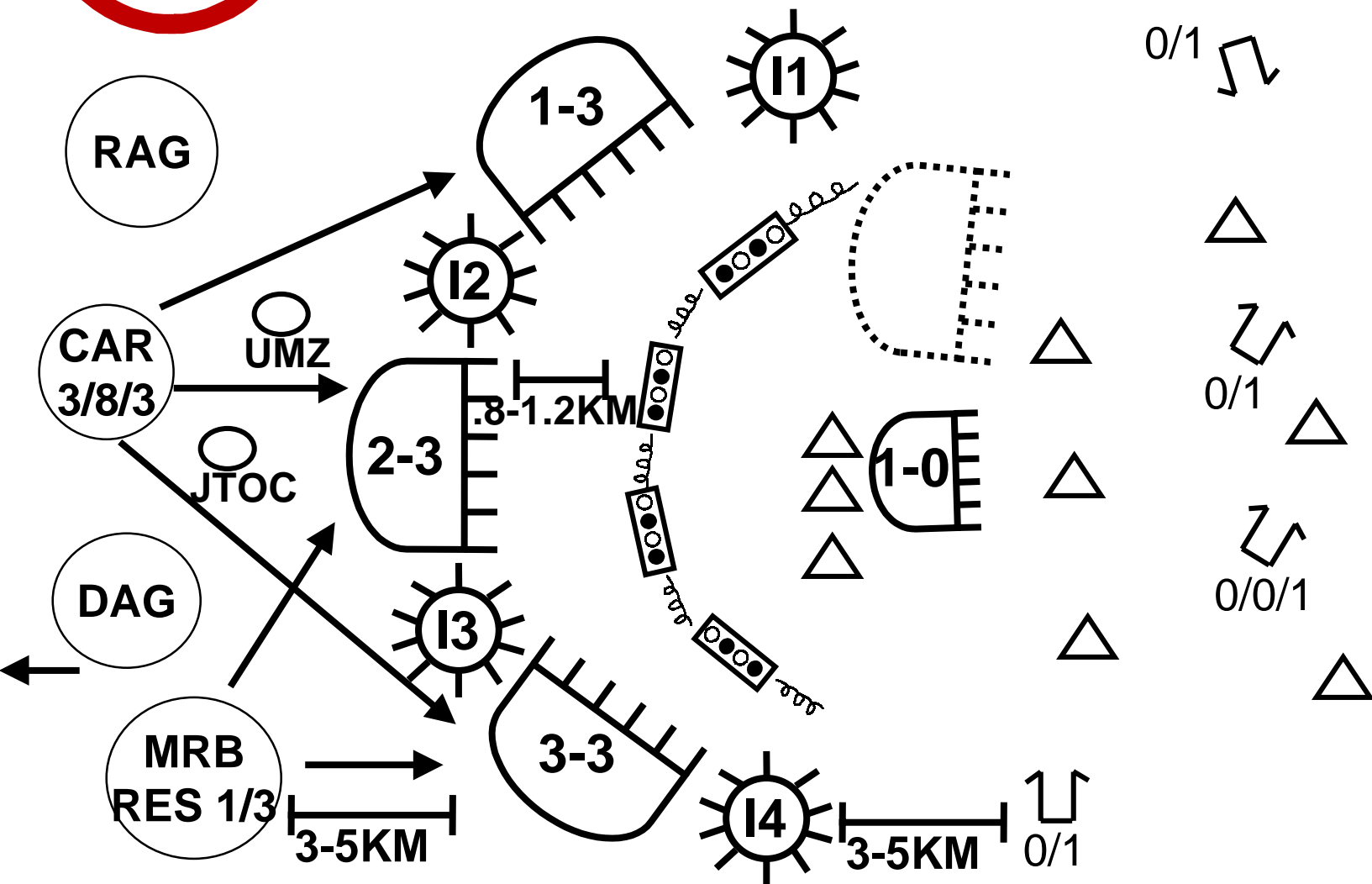
MRB MAIN DEFENSE MISSION



**The MRB Establishes A 1st Echelon
Defense To Destroy Attacking Enemy Forces
And Secure Key Terrain To Enable The 60th
GMRD To Resume Offensive Operations**



DEFENSE





MRB DEFENSE

- **Organization: Reinforced MRB or MRB(-)**
✓ 10 / 28 / 4 2A45M / 200
- **Infantry strong points with 2A45Ms similar use as SZ**
- **May have ATC (AT-5's) in the defense**
- **Similar combat multipliers as SZ**
- **More engineer and obstacle effort than SZ**



MAIN DEFENSIVE AREA ENGAGEMENT PHASE



- **MRCs in Contact / Defend**
- **MRB Reserve Committed Upon Identification Of Enemy Main Effort**
- **MRB Reserve Reconstituted From BPs or Unthreatened Flank**
- **Out of Contact BPs Reposition to BLUFOR Main Effort to Prevent Imminent Penetration or Destroy Penetration**
- **Regimental CAR Positioned Behind MRB Rear Boundary**



RESERVE



- **CAR - 3 / 8 / 3 AT-5**
 - ✓ 1 x 120mm Mortar BTRY
 - ✓ 1 x ZSU 23-4
 - ✓ 2 X SA 18
 - ✓ MOD
 - ✓ TDA-M
- **Fires**
 - ✓ Phase IV: Fire Destruction of the Enemy During the Counterattack
 - ✓ Focus: BCT Reserve



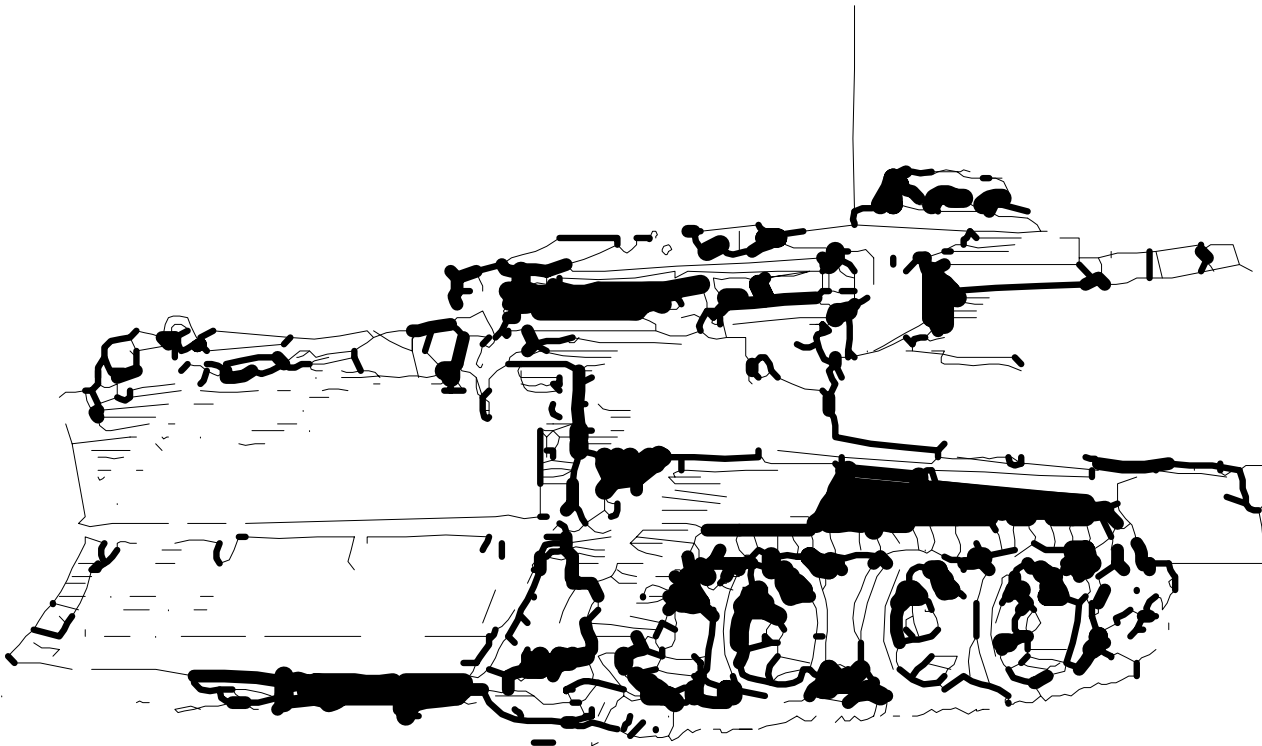
COMBINED ARMS RESERVE (CAR)



- **Be Prepared Task**
 - ✓ Defend a battle position on a flank
 - ✓ Reinforce a battle position
 - ✓ CATK into the enemy's flank
- **Commitment Criteria**
 - ✓ Loss of friendly combat power
 - ✓ Threat of penetration on a flank
 - ✓ Enemy vulnerability to CATK
 - ✓ May require division approval



The Krasnovian Engineer



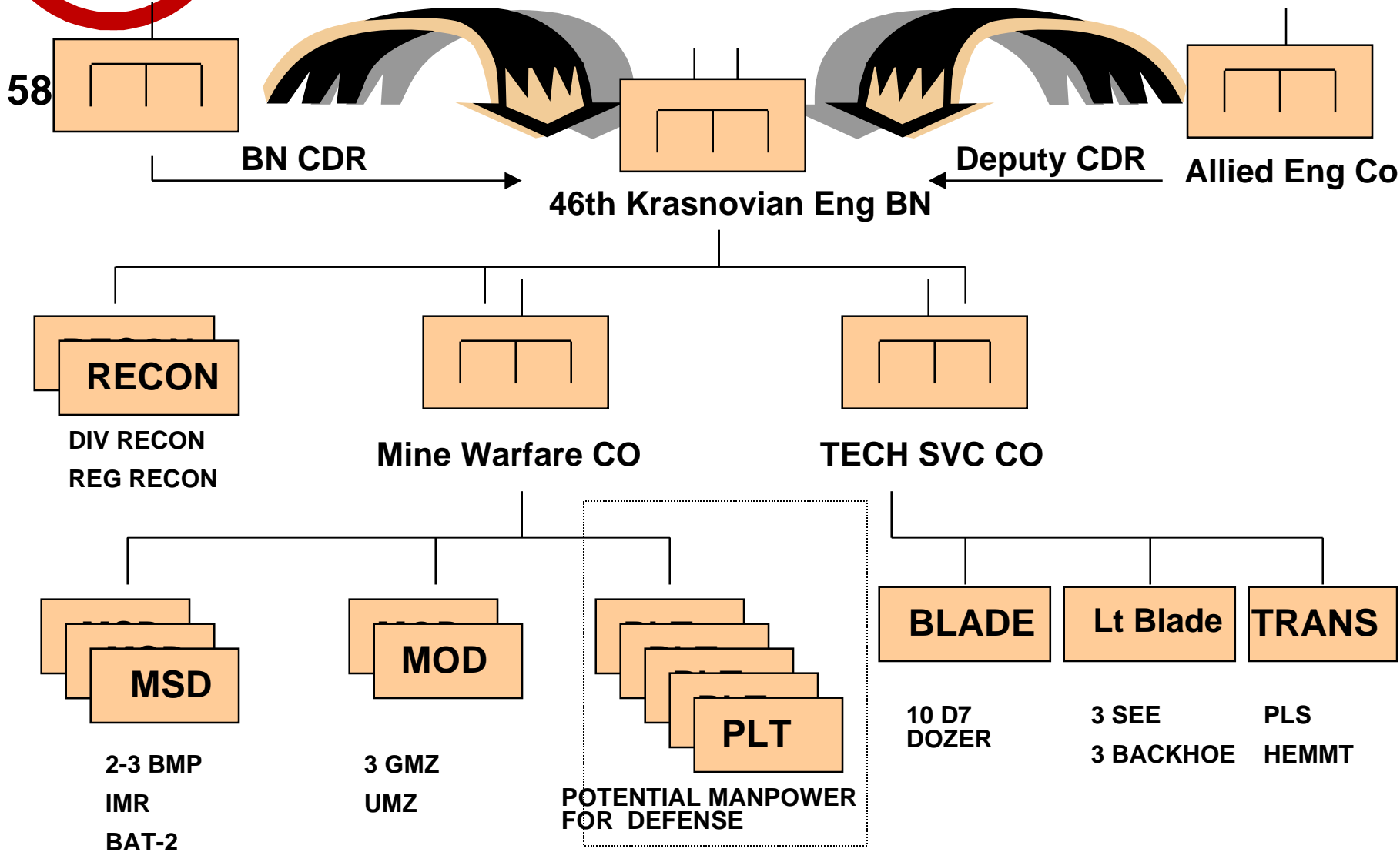


AGENDA

- **46th EN BN**
- **Equipment & Combat Potential**
- **Organization for Combat & Roles of the OPFOR Engineer Force**
- **How we Fight**



TASK ORGANIZATION





ENGINEER ASSETS



- **CBI Dictates Actual Numbers Per Battle**
- **10 x D7 DOZERS**
- **7 x ACEs (BAT-2)**
- **3 x SEEs, 3 x BACKHOE**
- **11 BMPs (Engr VISMOD)**
- **IMR (Second one due 01-02)**
- **3-6 x GMZ or PMR-3**
- **2 x UMZs**



ENGINEER ASSETS



- **4 x BRDMs (CDR, and RECON)**
- **MT-55 (AVLB - Seldom used)**
- **Tank Plows & Rollers**
- **TM-89 Mines (both tan shell and blue shell)**
- **MRL Scatterable Mines**
- **Coming Soon: MTK-2 (AVLM) & Anti-personnel mines**



ENGINEER BRDM (ERP)





Engineer VISMODO BMP

Our Basic Squad Vehicle





VISMOD GMZ





GMZ





UMZ VISMOD





IMR VISMOD





HOW WE FIGHT MOD

- **MOD: 3 ea GMZ Minelayers, usually with the ATB in the attack, but not always. Potential targets include flank AA, and CATK routes. UMZ is sometimes part of the MOD. OPFOR MOD is not nearly as capable as actual GMZs because we rely on soldiers to manually place mines.**
- **Defense: Generally used to close final gap in obstacle belt. Rarely a situational obstacle**



HOW WE FIGHT MSD



➤ **MSD: Mission specific organization of mobility assets. Generally, an OPFOR MSD is composed of a platoon of engineers, one to two BAT-2's, and possibly an IMR. This is heavier in terms of sappers than doctrine, but lighter in terms of mechanical assets than doctrine. Typically, one will support the FD or AGMB, and a second will support either the MB, or ED/FSD. Doctrinally you would see support only to the primary route of march, and a heavier reliance on rollers and plows to breach minefields.**



HOW WE FIGHT vs DOCTRINE



➤ **Defense:** The OPFOR tends to use conventional obstacles in static linear patterns that lack sufficient depth and density to defeat a determined breach attempt, and shape the battlefield with special munitions. The OPFOR also uses a variety of berms of varying depth to deceive the enemy into believing they face an obstacle to mounted movement. Currently, the OPFOR does not make use of Anti-personnel mines and does not construct protective minefields.



HOW WE FIGHT vs DOCTRINE



➤ **Offense:** The OPFOR under mans the engineer reconnaissance effort in favor of more manpower intensive MSDs, and consequently focuses less on pre-identified bypasses and covert breach lanes. The ERP operates under the control of the RECON CDR, rather than under the direction of the Engineer CDR. The OPFOR also does not either have, or use, all of the wide array of mobility assets covered by doctrine. Finally, the OPFOR is able to use abbreviated dismounted breach techniques due to current US APL policy.



ISSUES FOR DISCUSSION



- **MES Mines**
- **Tan TM 89 Mines**
- **AP Mine ROE**
- **Road Crater ROE**
- **Survivability Marking**



OPFOR FIRE SUPPORT



OPFOR FIRE SUPPORT RAG/DAG Positioning & Use



➤ The RAG & DAG Assets Are Positioned Where They Can Best Support the Maneuver Commander's Intent. They Won't Necessarily Appear in Doctrinal "Goose-eggs" Depicted on Old Soviet Templates.



OPFOR FIRE SUPPORT

RAG/DAG Positioning & Use

Continued

- **The RAG is generally used in direct support of the maneuver forces in contact and destruction of HPT's within its range.**
- **The DAG fires all special munitions, attacks deeper HPTs and conducts counter-battery fires.**



OPFOR FIRE SUPPORT

Artillery Raids



- **With BH 6/ COG approval, the OPFOR may use a Fire Support raid of HPTs identified in the BCT AO, prior to RL/LD/ Defend NLT time. OPFOR will provide Lizards with proposed route, target, time of raid & planned PAs.**
- **If notional artillery is used forward of the RL/defensive FEBA, a 3/8 must be positioned w/in 3 km of notional PA.**



OPFOR FIRE SUPPORT

Occupation Times/Rates of Fire



- All OPFOR movement times based on TRADOC DCSINT Guidance

	<u>Emplace</u>	<u>Displace</u>	<u>ROF</u>
2B11	3	3	2
2S1, 2S3, 2S5, 2S19	5	2:20	2
2S7	10	7	1
BM-21	2	1	40



OPFOR FIRE SUPPORT

WEG Ranges



WPN	RG	ER	FASCAM	CHEM	SMK**
2S1	15.3	21.9	N/A	15.3	15.3
2S3	17.4	24.4	N/A	17.2	17.2
2S19	24.7	29	N/A	24	24
2S5	28.4	30.5	N/A	28.4	28.4
BM-21(RUS)	20.4	N/A	13.4	20.5	20.5
BM-21(CHI)	32.7	N/A	13.4	N/A	N/A
2S7(SEAD)	37.4	47.5	N/A	37.4*	N/A

***WEG does not contain 2S7 data.
listed in WEG.**

****Illum range same as Smoke, but not**



OPFOR FIRE SUPPORT

Ammunition Replication



- **All OPFOR Fire Support asset ammunition quantities are based on haul capabilities of an actual like unit (i.e. 2S1 ammo basic load is based on the number of guns and ammo haul capability a real 2S1 battalion is normally authorized).**
- **Resupply: As outlined in ROE. Usually 1/2 the CBI authorization 30 minutes after request.**



OPFOR FIRE SUPPORT

Special Munitions



- **CBI authorizes all special munitions based on type of mission. Typical package is 1 Persistent chemical, 6 lines of non-persistent chemical, and 2 FASCAM minefields.**
- **All special munitions are STRIKEWARNED at the TAF 30 minutes prior to availability (45 minutes for Persistent Chemical).**



OPFOR FIRE SUPPORT

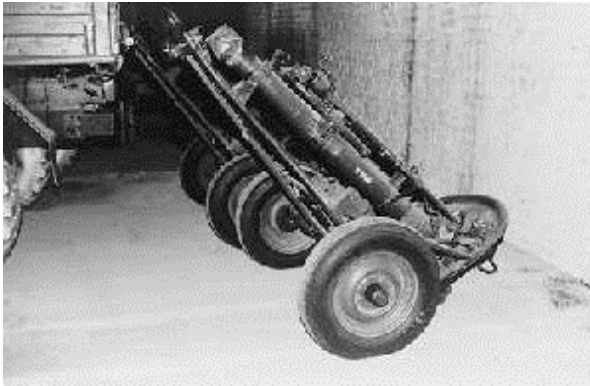
Special Munitions Continued



- **SAWE effects not replicated for non-persistent (TAFs & OCs must assess)**
- **PCHEM lasts 24 hours.**
- **FASCAM lasts 4 hours.**
- **NPER Blood lasts 15 minutes.**
- **NPER Nerve lasts 30 minutes**



OPFOR Fire Support Weapons System Capabilities



Munitions:

**High Explosive
Smoke**

Illumination

Incendiary (WP)

Name: 2B11 (M-43)

Caliber: 120 mm Mortar

Towed by GAZ 66 Truck

Max Range:

7.2 km (HE)

Rate Of Fire:

Maximum: 10 rds/min

Sustained: 1 rd/min

Emplace: 3 minutes (NTC)

Displace: 3 minutes (NTC)



OPFOR Fire Support Weapons System Capabilities



Munitions:

High Explosive

Smoke

Illumination

Chemical

Leaflets

Kitilov-2M (laser guided)

Name: 2S1 (SO-122 / Carnation)

**Caliber: 122 mm Self Propelled
Howitzer**

Range: 15.3 km/ 21.9 km ER

Rate Of Fire: NTC: 2 rds/min

Maximum: 5 rds/min

Sustained: 1 rd/min

Emplace: 5 minutes

Displace: 2:20 minutes



OPFOR Fire Support Weapons System Capabilities



Munitions:

High Explosive /DPICM
Smoke
Illumination
Chemical
Leaflets
Krasnopol(Laser Guided)

Name: 2S3 (SO-152 / Acacia)

**Caliber: 152 mm Self Propelled
Howitzer**

Range: 17.4 km (HE) / 24.4 km ER

Rate Of Fire: NTC: 2 rds/min

Maximum: 4 rds/min

Sustained: 1 rd/min

Emplace: 5 minutes

Displace: 2:20 minutes



OPFOR Fire Support Weapons System Capabilities



Munitions:

High Explosive / DPICM

Smoke

Illumination

Chemical

Krasnopol (Laser Guided)

Name: 2S19 (MSTA-S)

**Caliber: 152 mm Self Propelled
Howitzer**

Range: 24.7 km (HE) / 29 km ER

Rate Of Fire: NTC: 2rds/min

Maximum: 8 rds/min

Regular: 6 rds/min

Sustained: 2 rd/min

Emplace: 5 minutes

Displace: 2:20 minutes



OPFOR Fire Support Weapons System Capabilities



Munitions:

High Explosive/DPICM
Smoke
Illumination
Chemical
Krasnopol (Laser Guided)

Name: 2S5

**Caliber: 152 mm Self Propelled
Howitzer**

Range: 28.4 km (HE) / 30.5 km ER

Rate Of Fire: NTC: 2rds/ min

Maximum: 4 rds/min

Sustained: 1 rd/min

Emplace: 5 minutes

Displace: 2:20 minutes



OPFOR Fire Support Weapons System Capabilities



Munitions:

**High Explosive
Chemical**

Name: 2S7 (Peony)

**Caliber: 203 mm Self Propelled
Howitzer**

Range:

37.4 km (HE/ Chem) / 47.5 km ER

Rate Of Fire:

Maximum: 1 rds/min

Sustained: 1 rd/min

Emplace: 10 minutes

Displace: 7 minutes



OPFOR Fire Support Weapons System Capabilities



Munitions:

High Explosive

DPICM

Chemical(NPER= 80 rkts)

FASCAM(120 rkts)

Smoke

Illumination

Name: BM21 GRAD (Hail)

**Caliber: 122 mm Rocket Launcher
Truck Mounted**

Range: 20.4 km/32.7 ER/13.4 FASCAM

Rate Of Fire:

Maximum: 40 rds/min

Can Fire Single Rockets

Emplace: 5 minutes (NTC)

Displace: 1 minutes (NTC)



OPPOSING FORCES (OPFOR)



**RECONNAISSANCE, INTELLIGENCE
AND ELECTRONIC WARFARE**



AGENDA



- **PURPOSE**
- **RECON CAPABILITIES AND TTPS**
- **IEW CAPABILITIES**
- **SUMMARY**
- **QUESTIONS**



PURPOSE



- Familiarize Ops Group with reconnaissance TTPs used by the NTC OPFOR.
- Familiarize Ops Group with the Capabilities and Limitations of OPFOR IEW assets
- Crosswalk OPFOR TTPs with U.S. Army doctrine to emphasize how rotational units can fight better



Why Regimental/Divisional Reconnaissance is Critical to the Regiment



- **Primary source of intelligence to the MRR**
- **Principal observers for indirect fires, chemicals, and FASCAM.**
- **Drives the MRR / MRB Commander's Course of Action decision points.**
- **Successful reconnaissance directly affects the success of the 60th Guards Motorized Rifle Division**



DIVISION ASSETS RECON (TYPICAL ARRAY)



✓ 4 x BMPs



1 x GSR



4 x BRDMs



6 x DRTs



REGIMENTAL RECON ASSETS

(Typical Array)



4 x BMPs



2 x RKH



4 x BRDMs



2 x GSR

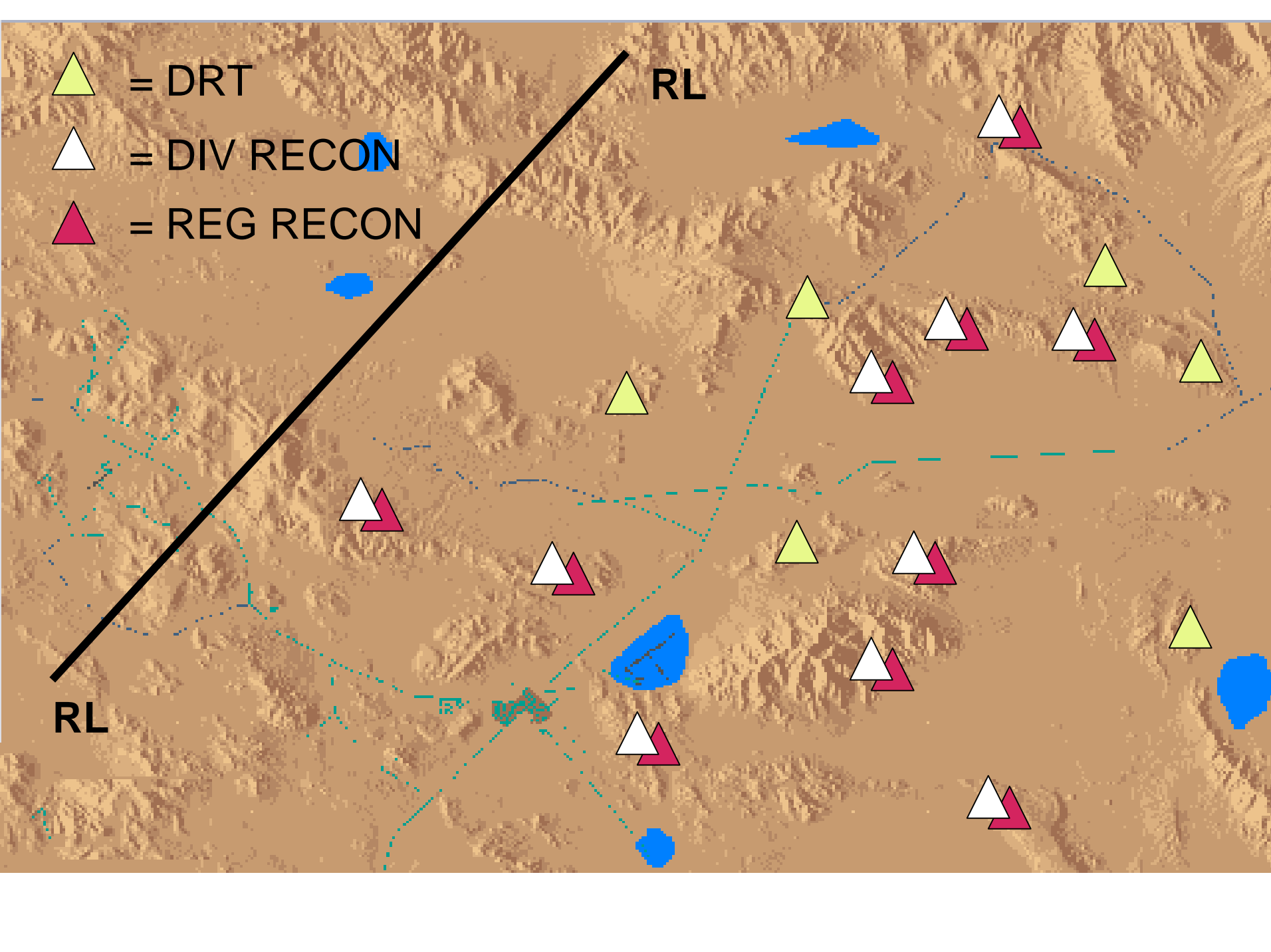


1 x ERP

-  = DRT
-  = DIV RECON
-  = REG RECON

RL

RL





RECON COMMUNICATIONS ARCHITECTURE



- **DIV Recon, REGT Recon, GSR, RKH, and engineer recon patrols operate on the same net (O&I Net).**
- **Patrols report to Recon Company Commander.**
- **Recon Commander reports to Chief of Reconnaissance (S2).**
- **Single net facilitates all MRR Recon assets knowing the overall situation.**





RECONNAISSANCE AND SURVEILLANCE PLANNING



- **Flexibility is critical**
- **Reconnaissance and Surveillance (R&S) planning and execution derived from wargaming process**
- **OPFOR R&S plan is not limited to NAIs /TAIs:**
 - ✓ Recon covers every square meter of the MRR battlespace
 - ✓ Plan is enemy oriented and focuses on HPTs
 - ✓ Emerges from Commander's PIRs



INFILTRATION TECHNIQUES



- **Avoid enemy contact but fight if necessary**
- **Infiltration is NOT a Zone Recon**
- **Search for, find, and exploit weaknesses in enemy's security zone then infiltrate**
- **By PHASE and in ECHELON**
- **Go deep, then infiltrate enemy's battle space**
"rear to front."
- **Conduct all reconnaissance from elevated OP's**



ROE / RID ISSUES



- Scouts remain stationary for long periods of time
- NMC PDD OP's must be properly positioned
- Direct fire fights and compromised graphics need OC / BH adjudication
- Vehicle kills do not affect established OP's
- Division assets, when pulling from sector, move to the next Division objective



SUMMARY

- **OPFOR intelligence operations, whether reconnaissance or IEW, function to enable the Regiment to “Find, fix and destroy the enemy”**
- **Successful infiltration of reconnaissance is paramount.**
- **IEW assets integrated to exploit collection and non-lethal attack**
- **Centralized command and control facilitates intel collection, dissemination, IEW activities and subsequent MRR action.**



511TH MI COMPANY



INTELLIGENCE AND
ELECTRONIC
WARFARE SUPPORT
TO THE OPFOR



MISSION



To provide radio intercept, Direction Finding (DF), electronic attack (jamming), Ground Surveillance Radar (GSR) and chemical reconnaissance support to the 60th GMRD.



COLLECTION CAPABILITIES



- Provides radio intercept and direction finding support
- 2 - 3 collection systems
- DF single channel voice, digital and secure comms
- DF a signal longer than 3 seconds
- Planning range 25 - 30 km (LOS)



AN/TRQ-32A(V)2



WHAT DF CAN DO



- **Locate scouts, COLTs, Ops**
- **Locate enemy jammers**
- **Locate C2 nodes (TOC, FARP, BSA)**
- **Cue reconnaissance/maneuver**
- **Cue friendly jammers**
- **Cue Imitative Communications Deception**



Jamming Capabilities



- **Covers VHF/HF spectrum**
- **550 watts output power**
- **LP Antenna 1000 + watts**
- **Planning range 20-30 km**
- **Disrupt single channel voice, digital and secure comms**
- **Radio line of sight**



AN/TLQ-17A(V)3



WHAT JAMMING CAN DO



- **Disrupt critical nets at critical times**
- **Area of penetration**
 - ✓ **Lead company team in chokepoints**
 - ✓ **Enemy BP at point of penetration**
 - ✓ **Disrupt artillery execution**
- **Integration of Lethal and Non-Lethal Fires**



Deception Capabilities



- **Deception Truck**
 - ✓ **Replicate tracked vehicle sounds**
 - ✓ **Replicate UH-60 and UH-1 sounds**
- **Deception Cells**
 - ✓ **Establish a separate MRB or Engineer net**



RECON ASSETS

- **3 x Ground Surveillance Radar Teams**
 - ✓ PPS 5 B
- **Capabilities:**
 - ✓ Detect personnel up to 5 km
 - ✓ Detect vehicles up to 10 km
 - ✓ Can tell tracked from wheeled vehicles
- **Great limited visibility asset**





RECON ASSETS

- **2 x RKH Teams**
- **Capabilities:**
 - ✓ **Mark deception chemical strikes**
 - ✓ **Identify and mark actual contamination**
 - ✓ **Operate as OPFOR Scouts**





ROE/RID ISSUES



- **Forward positioning of IEW systems**
- **MILES on Electronic Systems and support vehicle**



SUMMARY

- **OPFOR intelligence operations, whether reconnaissance or IEW, function to enable the Regiment to “Find, fix and destroy the enemy”**
- **Successful infiltration of reconnaissance is paramount**
- **Centralized command and control facilitates intel collection, dissemination, IEW activities and subsequent MRR action.**



7th AT Battalion





AGENDA

- **7th ATB Task and Purpose**
- **7th ATB Organization**
- **AT-5**
- **2A45M**
- **Dismounted AT-5**



TASK & PURPOSE

OFFENSE:

1. T: Angel & Destroyer AT-5s Seize key terrain and destroy enemy armor vehicles
P: Allow FD to secure point of penetration
P: To pass follow on forces
2. T: AT-5s protect the flank of the MRR
P: Prevent direct fire during approach march
3. T: AT-5s & 2A45Ms destroy armor vehicles to isolate the point of penetration with long range AT fires
P: Allow FD to secure point of penetration and MB to secure the MRR objective



TASK & PURPOSE



DEFENSE:

1. T: AT-5 destroy enemy armor vehicles with long range fires

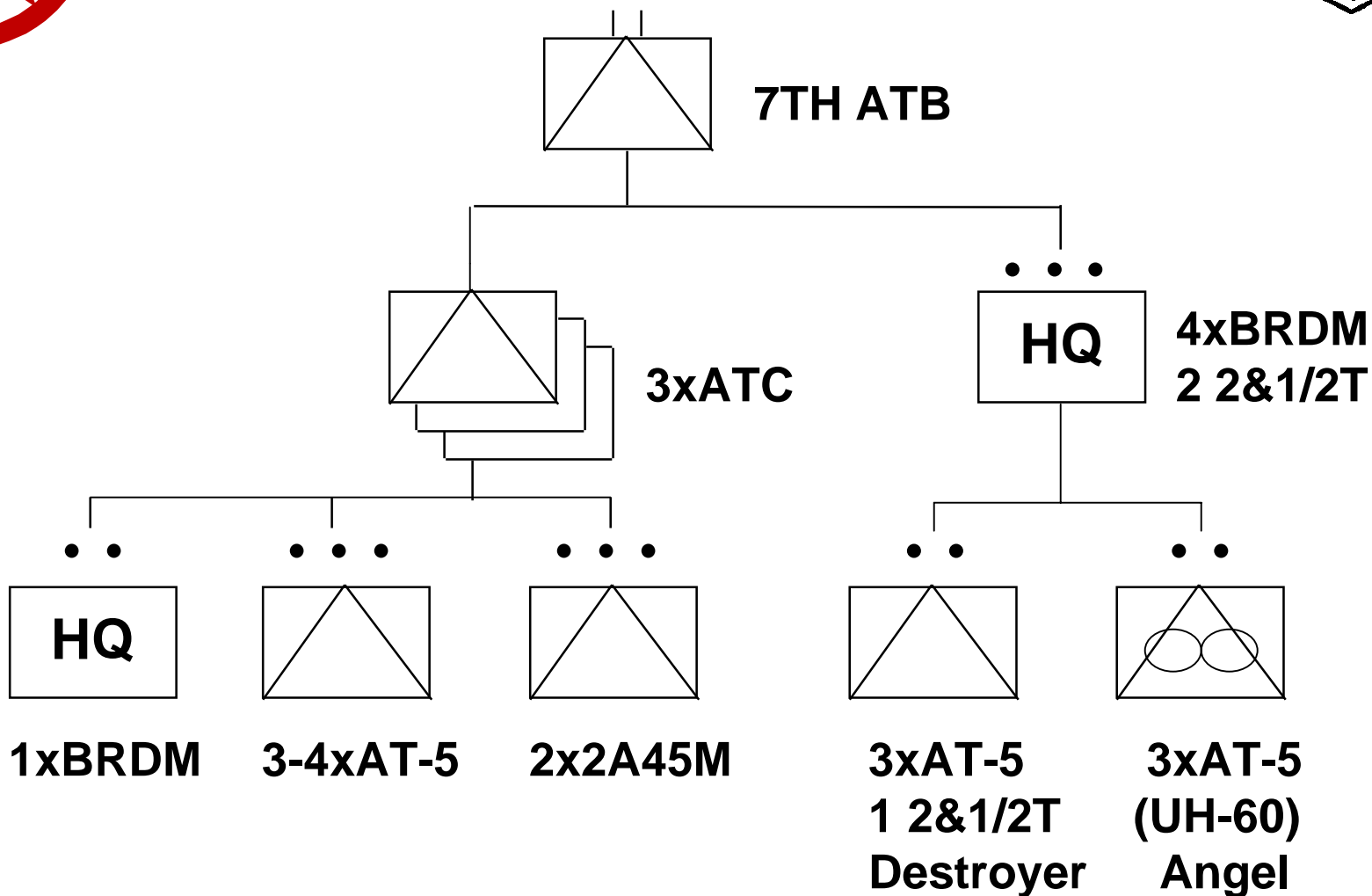
P: To shape the battlefield and disrupt movement

2. T: 2A45M destroy enemy vehicles near the breach

P: Prevent a penetration of the main defensive line



7TH ANTI-TANK BATTALION





BRDM-2 MOUNTED AT-5





BRDM-2 MOUNTED AT-5





BRDM-2 MOUNTED AT-5

RANGE: 4000M

ROUNDS: 15 TOTAL (30 ATWESS ON VEHICLE:15 AT-5;
15 VIPER)

KILL CODE: 07

AMMO RE-SUPPLY:

OFFENSE: SABOT 6 HUMMV 1 RD PER MINUTE

ATB C&C BRDMs CAN CARRY 15 ROUNDS
(30 ATWESS) IF PREDESIGNATED

DEFENSE: CAN PRE-STOCK 15 ROUNDS (30 ATWESS)

ROE AND RID ISSUES:

MUST GIVE OFF 3 SIGNATURES

2 ATWESS AND 10 SECOND CONTINUOUS
FLASH FROM SPOTLIGHT

IF DO NOT GIVE OFF 3 SIGNATURES OC SHOULD KILL



BRDM-2 MOUNTED AT-5



ROE AND RID ISSUES:

IN BOTH OFFENSE AND DEFENSE ALL SENSORS MUST BE EXPOSED SO THAT THE AT-5 CAN BE ENGAGED IF SPOTTED BY BLUFOR

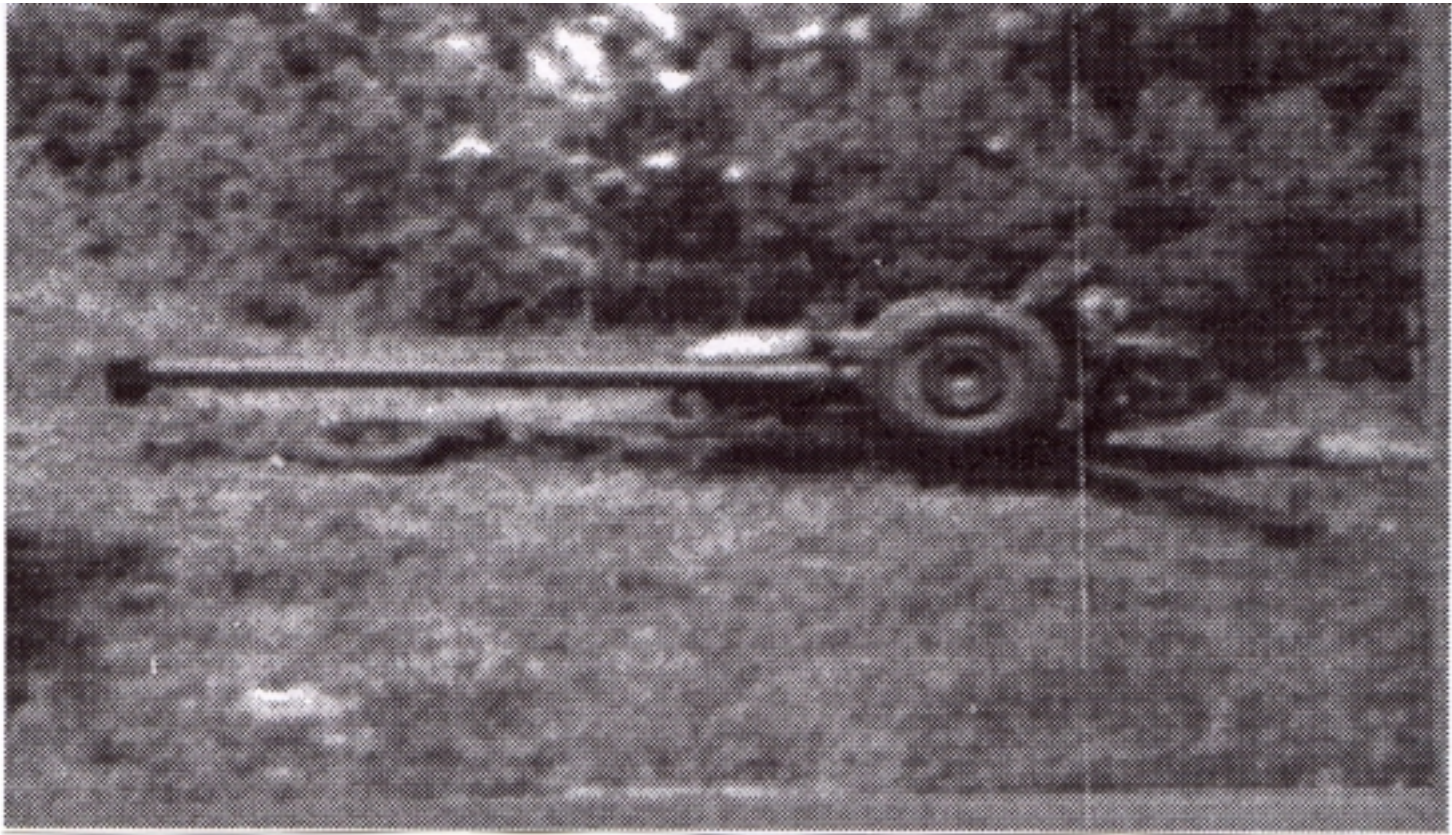
IF ALL SENSORS NOT EXPOSED OC SHOULD KILL

WEAPON KEYS UP WITH 12 RDS, SO DURING THE BATTLE THE SOLDIER MUST RE-KEY THE SYSTEM TO GET LAST 3 ROUNDS

REPLICATES SPANDREL AT-5 WIRE-GUIDED MISSILE SO THE GUNNER MUST TRACK THE TARGET FOR UP TO 10 SECONDS TO KILL



2A45M ANTI-TANK GUN





2A45M ANTI-TANK GUN





2A45M ANTI-TANK GUN





2A45M ANTI-TANK GUN





2A45M ANTI-TANK GUN





2A45M ANTI-TANK GUN





2A45M ANTI-TANK GUN



RANGE: 3000M; BUT ONLY REACHES ABOUT 2000M

ROUNDS: 60 ROUNDS PER DAY

KILL CODE: 10

AMMO RE-SUPPLY:

OFFENSE: SABOT 6 **DEFENSE:** PRE-STOCK 60 RDS/DAY

ROE & RID ISSUES:

IN BOTH OFFENSE AND DEFENSE ALL SENSORS MUST
BE EXPOSED SO THAT THE AT-5 CAN BE
ENGAGED IF SPOTTED BY BLUFOR

IF ALL SENSORS NOT EXPOSED OC SHOULD KILL

WEAPON KEYS UP AS T80 WITH 35 ROUNDS, SO DURING
THE BATTLE THE SOLDIER MUST RE-KEY THE
SYSTEM TO GET LAST 25 ROUNDS

GUN DIES SEPARATE FROM BRDM



2A45M ANTI-TANK GUN

ROE & RID ISSUES:

Replicates SPRUT-B 125m At Gun “Octopus” That
Can Move 10mph and Traverse 360 Degrees
So The 2a45m Barrel Does Not Have To Be
Pointed At Target Because It Would Just
Traverse Over Automatically

To Fire On A Vehicle The Barrel Must Not Be
Blocked By A Berm

Rate Of Fire Is 6 Rds Per Minute, 1 Every 10 Seconds
Sometimes A Hoffman Will Not Fire; Gunner
Will Refire To Get Signature And Taff
Might Think He Is Trying To Volley Fire

Direct Fire Weapon; Only 1 Signature Necessary
Night Site Capable



2A45M ANTI-TANK GUN

ROE & RID ISSUES:

3 Sets Of Miles: Miles 1 For Gun And BRDM; MILES
2 For Tracking And Firing
Sensors On Cvki Light On Gun Inop Because Of
MILES 1 Array On Gun
Gun And Tow Vehicle (MTLB Tracked Vehicle) Are
Armored And Should Have Miles 2 To
Reflect This But Post Is Short. With Miles
1 They Can Be Killed By Small Arms And
Not Near Missed. This Is Not Accurate.
If Killed by M16 Fire They Should Be Re-keyed,
The Crew, However, Is Still Vulnerable
To M16 Fire



DISMOUNTED AT-5 ANGEL & DESTROYER

RANGE: 4000M

ROUNDS: 10 ROUNDS PER GUN (20 ATWESSROUNDS)

KILL CODE: 07

AMMO RE-SUPPLY: POSSIBLE IF ASSETS IN AREA; NOT LIKELY

ROE & RID ISSUES:

3 AT-5 SYSTEMS CARRIED BY ANGEL & DESTROYER
ANGEL AIR INSERTS AND DESTROYER TRUCK INSERTS
AND CONDUCTS DISMOUNTED MOVEMENT TO
SECURE KEY TERRAIN

IF INSERTION VEHICLE OR HELICOPTER ARE DESTROYED
ALL PERSONNEL AND EQUIPMENT ARE KILLED

**MUST MAKE 3 SIGNATURES (TWO ATWESS, AND 10
SECOND CONTINUOUS FLASH FROM SPOTLIGHT)
IF DO NOT GIVE OFF 3 SIGNATURES OC SHOULD KILL**



DISMOUNTED AT-5 ANGEL & DESTROYER



ROE & RID ISSUES:

GUNNER WEARS IPDD VEST AND IS TRACKED BY TAFF
GUNNER AND DAYSIGHT CAN BE KILLED. BOTH MUST
BE EXPOSED TO FIRE ON THE ENEMY

IF BOTH ARE NOT EXPOSED OC SHOULD KILL

A ROUND IS SIMULATED USING MORTAR

ENCASEMENTS WEIGHTED TO 20 LBS, EACH
WITH TWO ATWESS TAPED TO IT, ONE FOR THE
VIPER, ONE FOR AT-5

EACH AMMO CARRIER CAN CARRY TWO ROUNDS

IF ONE GUN GOES DOWN; AMMO CARRIERS CAN

CARRY UNUSED AMMO TO ANOTHER SYSTEM

IF GUNNER IS KILLED BY DIRECT OR INDIRECT

FIRE THE AT-5 IS KILLED WITH HIM



SOKOL





PURPOSE

Provide a brief overview of all aspects of supporting aircraft operations on the NTC battlefield to ensure Operations Group are familiar with how these assets are used and their expected effects in support of the direct fire fight.



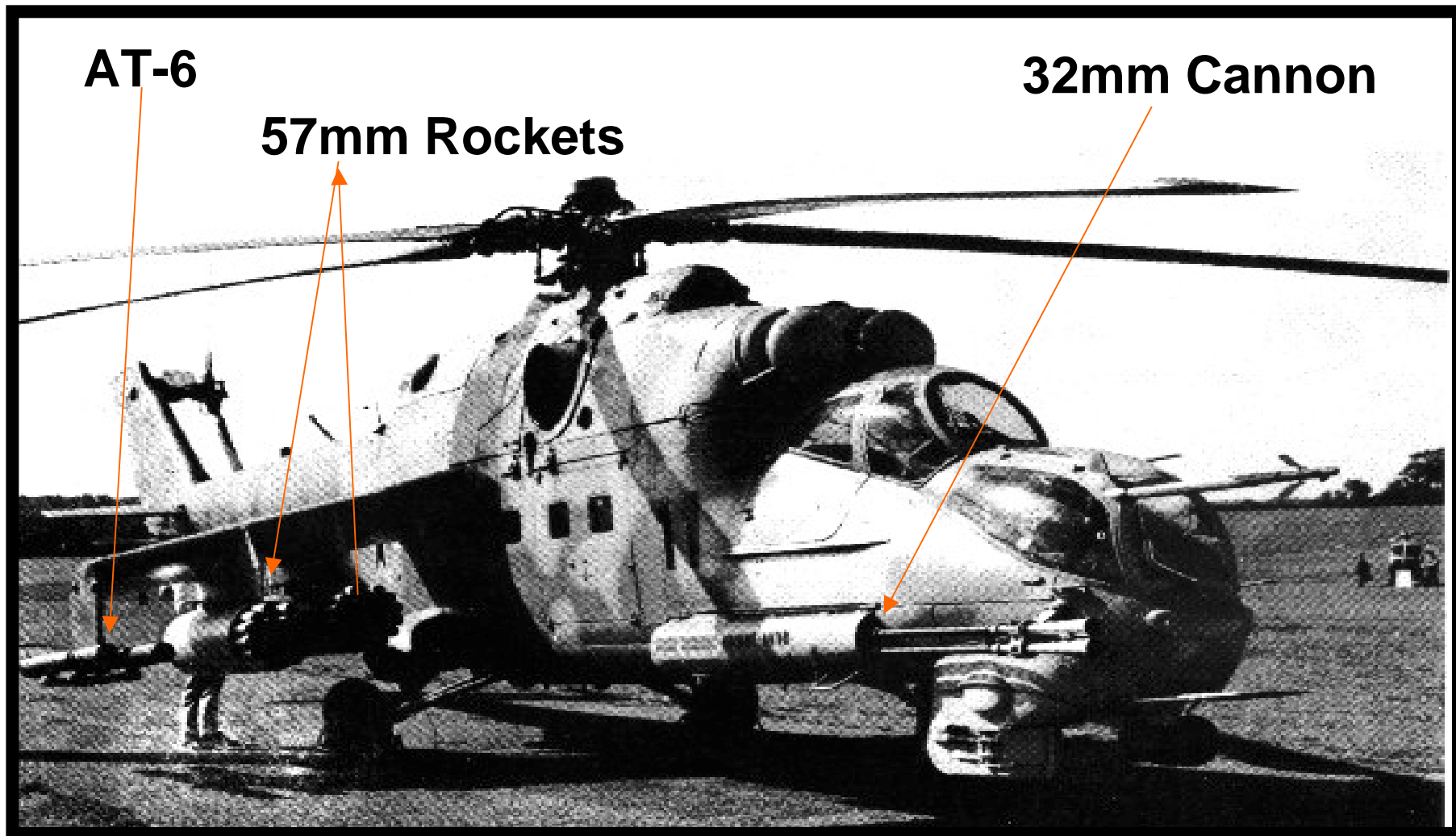
SOKOL MISSIONS



- **Close Air Support**
- **Anti-Tank Operations**
- **Air Assault Security**
- **Armed Reconnaissance/ Counter-Recon**
- **Commando Insertion**

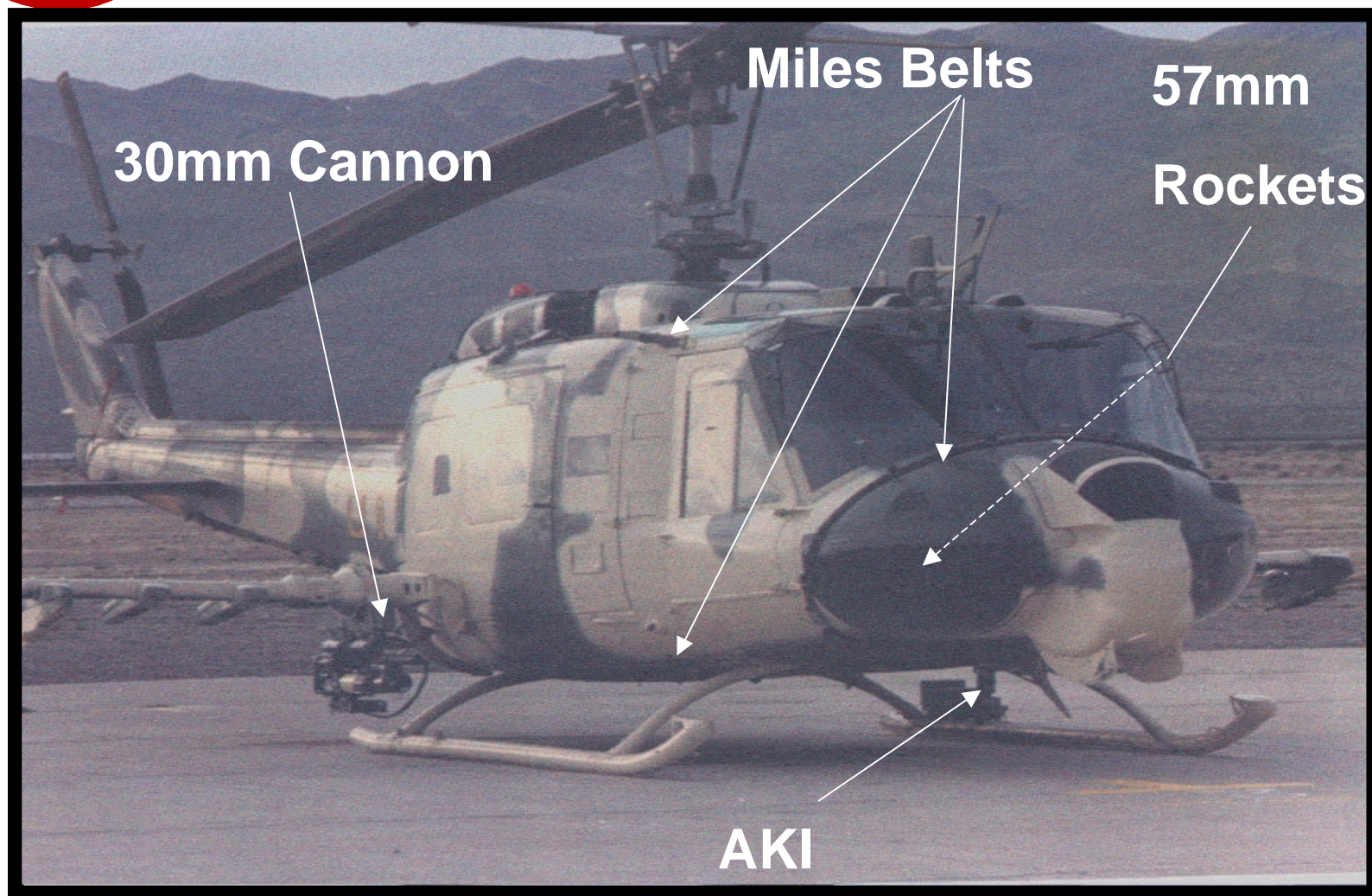


MI-24 HIND-E





UH-1 HIND-E VISMOD (SOKOL - Bird of Prey)





MI-24 HIND-E vs SOKOL WEAPONS



➤ HIND-E

- ✓ 57mm Rocket Pods
- ✓ Four AT-6 ATGMs
 - ❖ 5000 Meter Range
- ✓ One 4 Barrel 12.7 mm Gattling Gun
- ✓ Two 23mm Cannons
- ✓ Four 500 kg Bombs
- ✓ Carries Four AT-6 and
- ✓ One 57mm Reload Internally

➤ SOKOL

- ✓ 57mm Rockets Pods
 - ❖ 1000-1500 Meter Range
- ✓ AT-6 ATGM
 - ❖ 1000-2000 Meter Range
 - ❖ Binocular System With 10 X 40 Magnification
- ✓ Gattling Gun, 30mm Cannon.
- ✓ 12.7mm MG (Door Gunner)



SOKOL

RULES OF ENGAGEMENT



- **Sokol “Lives” Authorized by CBI**
- **Operations**
 - ✓ **Required Wingman 1500m Max Separation**
 - ✓ **Hover Fire (Generally AT-6)**
 - ✓ **Running Fire (Generally 57mm Rockets)**
- **MILES Engagements**
- **Reconstitution**
 - ✓ **“Briefly” Land Behind Reconstitution Line**



SOKOL

RULES OF ENGAGEMENT



- **3KM Minimum Separation Between OPFOR and Bluefor Air**
- **No Air to Air Engagements**



SOKOL



Common Misconceptions

- **AKI Flashing Continuously Does NOT Always Means Aircraft Has Been Killed (I.e. Continuous Small Arms Fire)**
- **Soldiers Will See Same “Buzz” Numbers Due To Multiple Lives**
- **Lasers Cannot Shoot Through “Armored Bushes”**
- **AT-6 System Will Not Always Have A Signature Due To System Limitations**



USE OF SOKOL IN THE OFFENSE



- **Used as reconnaissance on high ground when REGT passes through a defile**
- **Protects the flanks of the REGT**
- **Attacks the Point of Penetration and BPs during a breaching operation**
- **Will assist during Securing the Objective Phase**
- **Fights as part of a Combined Arms Team**



USE OF SOKOL DURING A DEFENSE



- **Conducts Counter-Recon operations along the flanks, rear, and forward to the FLOT**
 - ✓ 2 Hour Blocks for am & pm
- **Provides reconnaissance and protects any unobserved or weak points of a defensive belt**
- **Backstops the BP at possible penetration**
- **Conducts anti-tank missions and attacks infantry on assailable flanks**



TASK FORCE HAWK



➤ **Lift assets for Task Force Angel**



MI-8 HIP





TASK FORCE ANGEL RULES OF ENGAGEMENT



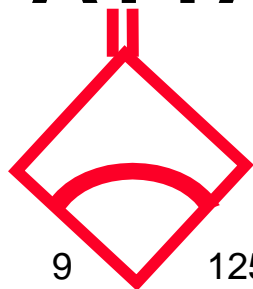
- **UH-60A Serves as MI-8 Surrogate**
- **MUST Have SOKOL Escort For Signature**
- **1500m Max Separation**
- **In Sector Flight Routes**
 - ✓ **MILES / ADA**
 - ✓ **Out of Escort Flight Routes**
 - ✓ **33 % Assessed as killed**
- **All Lifts Are Competitive**
 - ✓ **Separate LZ Authorized If Coordinated**
 - ✓ **Ingress/Egress SEAD (+/- 30 minutes)**



OPFOR AIR DEFENSE

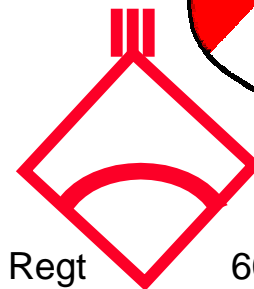


9TH AIR ATTACK BATTALION



9

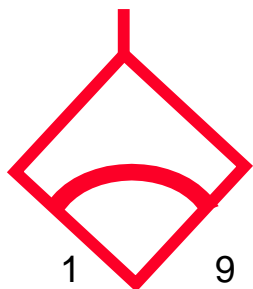
125 GTR
32 GMRR



60 AA Regt

60 GMRD

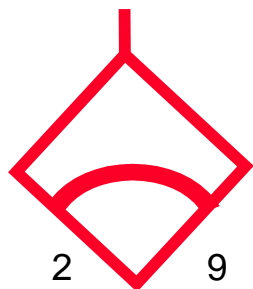
OPCON to 9th AA BN



1

9

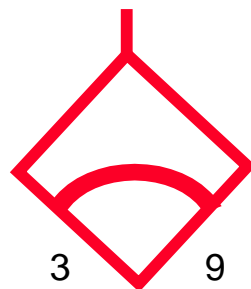
7 X BRDM-2
7 X SA-18 TEAMS



2

9

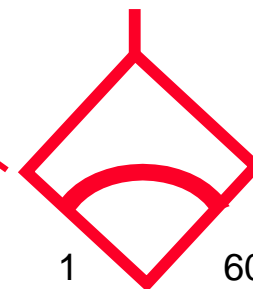
6 X ZSU 23-4
Anti-Aircraft Gun



3

9

6 X SA-9 SAM



1

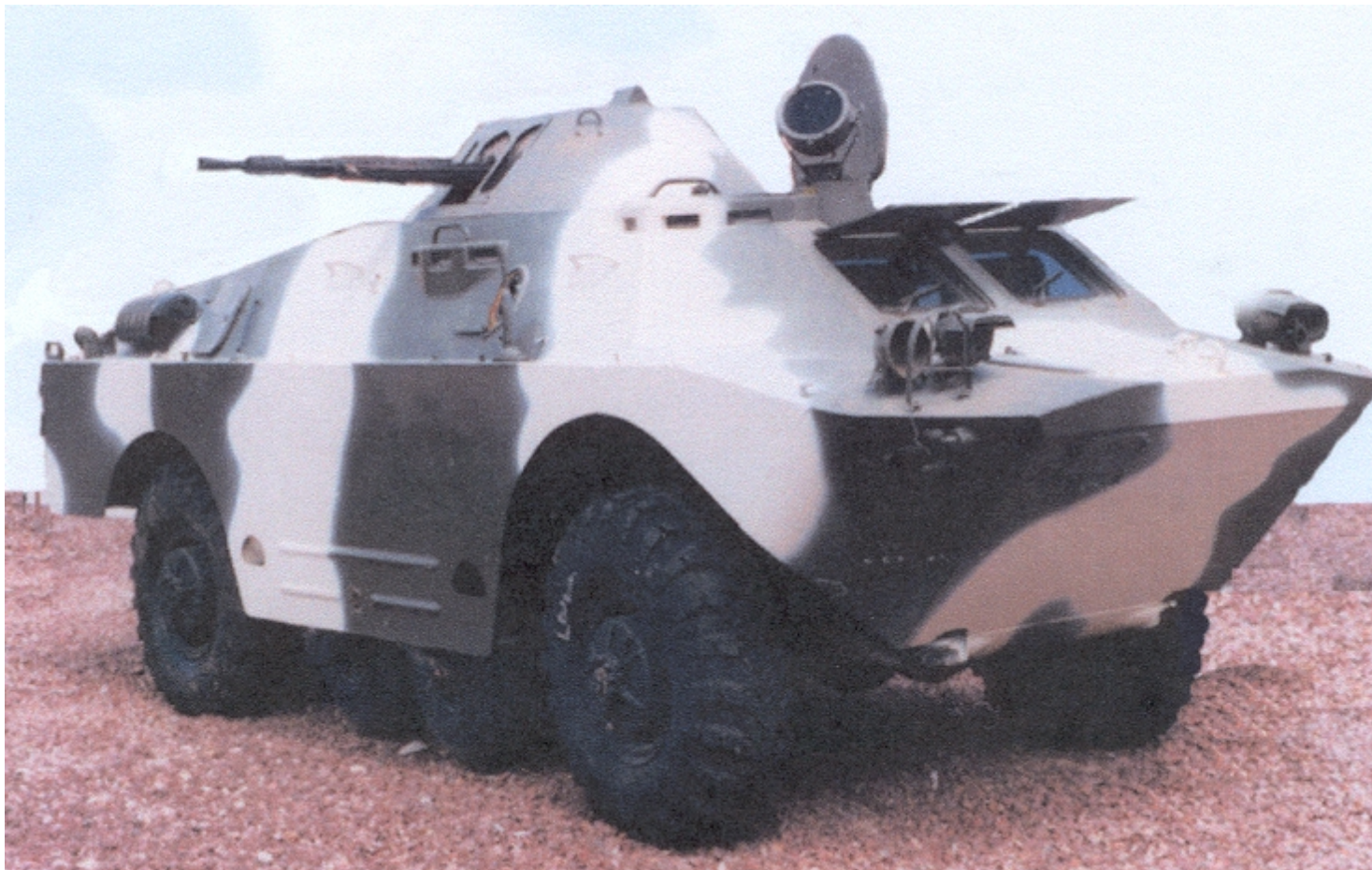
60 AA Regt

3 X SA-8 SAM



1st Battery

SA-18 Infra Red SAM





1st Battery SA-18 Infra Red SAM





1st Battery

SA-18 Infra Red SAM



- **Heat Seeking (IR) Missile**
- **4000 meter range**
- **Effective at night**
- **Two man BRDM teams with 2 gripstocks**
- **5 rounds per gripstock**

NOTE: There are 63 X SA-18s authorized in a Motorized Rifle Regiment.



1st Battery

SA-18 Infra Red SAM



- **Dismount teams (one gripstock)**
- **Ambush Positions**
- **Forward with CRPs and CSOPs**



2nd Battery ZSU 23-4 SP AD Gun System





2nd Battery ZSU 23-4 SP AD Gun System





2nd Battery

ZSU 23-4 SP AD Gun System



- **Quadruple 23 mm Gun System**
- **2,500 meter Maximum Effective Range**
- **2,000 round UBL**
- **Night capable FLIR**
- **Destroys Bradleys and below**
- **Can mobility kill M1**



2nd Battery ZSU 23-4 SP AD Gun System



- **Fight in pairs on flank of Regiment**
- **Fight in SZ or main defense**



3rd Battery

SA-9 Infra-Red SAM





3rd Battery SA-9 Infra-Red SAM





3rd Battery

SA-9 Infra-Red SAM



- 6,000 meter maximum effective range
- BRDM mounted system
- Heat seeking missile
- 12 missile UBL
- Day only system
- Fights behind FD or AGMB



3rd Battery

SA-9 Infra-Red SAM



- **Covers chokepoints**
- **Fights in SZ or main defense**
- **Fights CAS**



Divisional Battery SA-8 Radio Frequency SAM





Divisional Battery SA-8 Radio Frequency SAM





Divisional Battery SA-8 Radio Frequency SAM



- **12,000 meter maximum effective range**
- **24,000 meter radar**
- **12 missile UBL**
- **Night capable FLIR**
- **Gives IR kill code**
- **Fights near the main body**



Divisional Battery SA-8 Radio Frequency SAM



- Fights in SZ or main defense
- Fights CAS



4th Battery EW Radar and C2





4th Battery EW Radar and C2





4th Battery

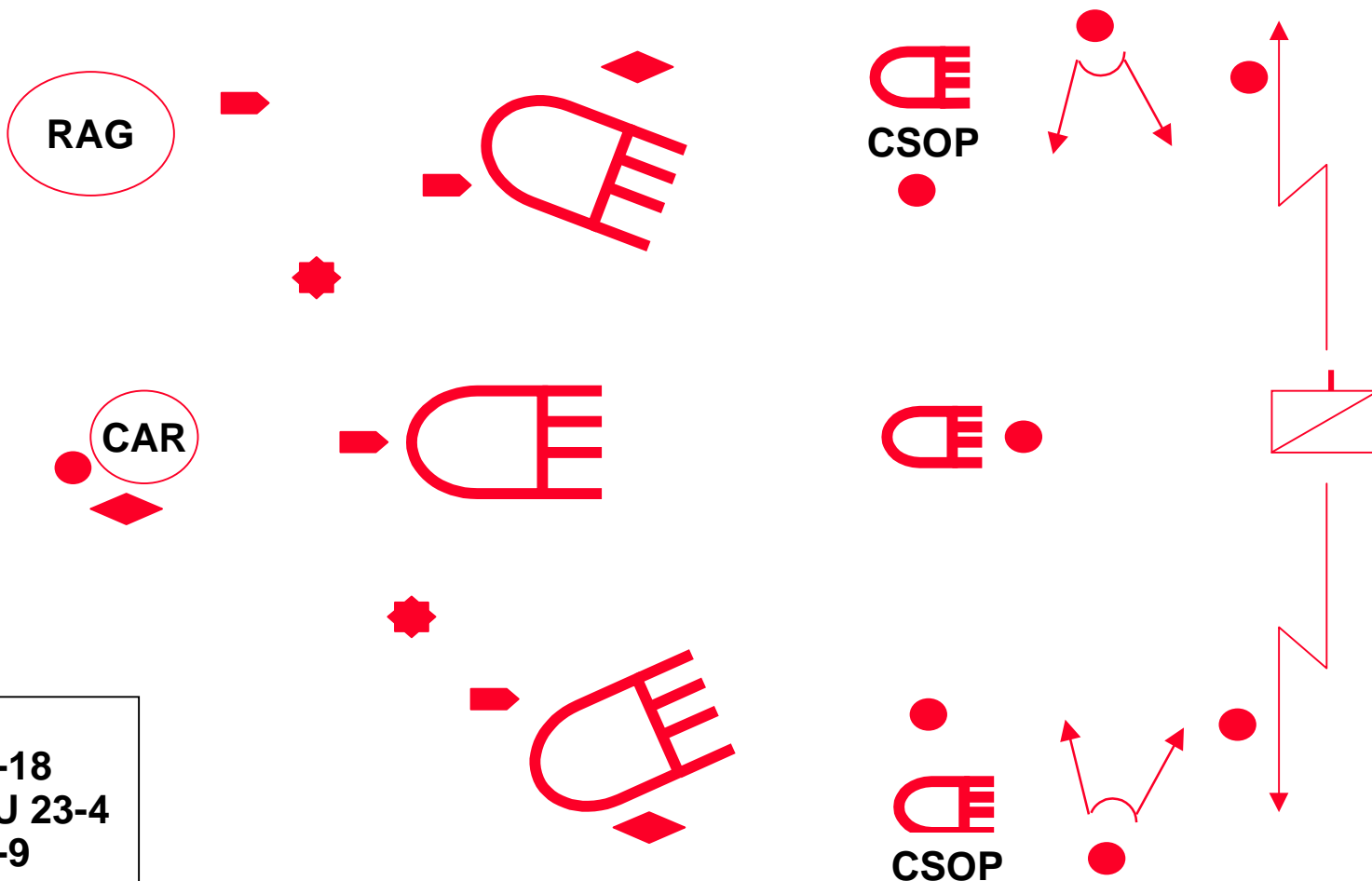
EW Radar and C2



- 30,000 meter IFF receiver “radar”
- Passes targets to fire units
- No offensive capabilities
- May pre-position forward of RL
- Has 9 lives

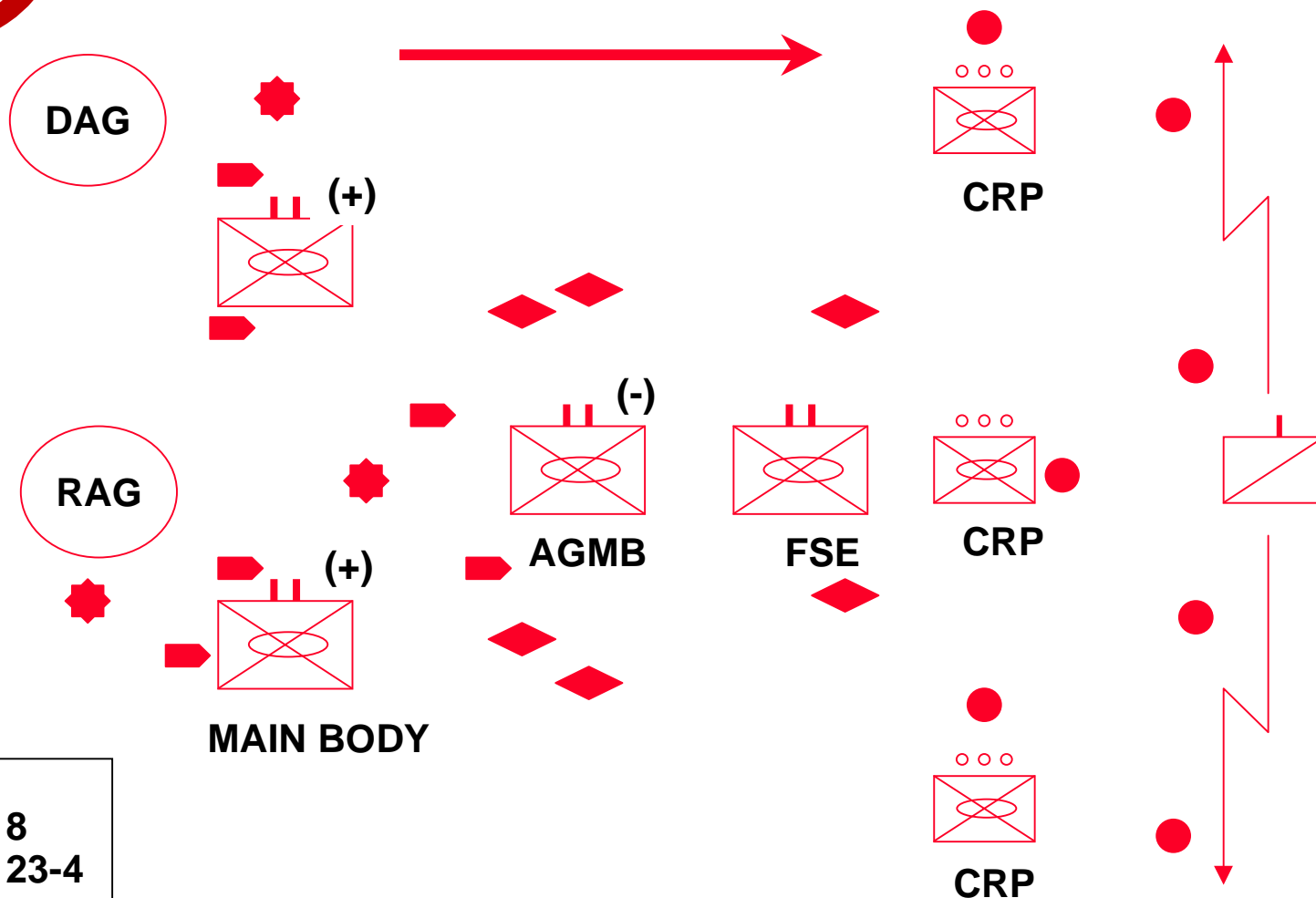


DEFENSIVE EMPLOYMENT





OFFENSIVE EMPLOYMENT



- SA-18
- ◆ ZSU 23-4
- ➡ SA-9
- ★ SA-8



ROE/ISSUES

- **Limited Ambush (Recon) systems**
- **No Air Defense with TF Angel**
- **Radars have 9 lives and can pre-position**
- **Green star clusters**
- **Use of ASET IV FLIR**
- **AGES I/AGES II aircraft**



OPFOR C2 CAPABILITIES

1LT ORTIZ
2/11 Signal Officer





AGENDA



- **C2 STRUCTURE**
- **C2 ASSETS**
- **ADVANTAGES & LIMITATIONS**
- **USE OF RETRANS**
- **RULES OF ENGAGEMENT**
- **COMSEC**
- **OPFOR Signal Operation Instructions**
- **REASONS FOR SUCCESS**



COMMAND AND CONTROL



➤ TOC

- ✓ Maintains Command And Control Net
- ✓ Has Admin Function During Battle i.e.. rekeys, O/C assistance, ADA engagement reporting, CAS assessments, etc...

➤ Jump TOC

- ✓ Maintains Command And Control From RI Through Mission Accomplishment
- ✓ 1 C2 HMMWV, 7 CMD BRDMs/HMMWVs
- ✓ Key Staff Executors On One Map



MRR JTOC





C2 ASSETS



- **FM**
- **Radio Wire Interface (RWI)**
 - ✓ **56.35 MHz**
 - ✓ **380-3484**
- **Cellular Telephone**



ADVANTAGES



- **Dry climate**
- **Mostly flat terrain**
 - ✓ **Good Line-Of-Sight (LOS)**
- **Accessible high ground**



DISADVANTAGES

- **FM interference**
- **Remote locations for some cellular coverage areas**
- **FH not allocated, only Single Channel**
- **Subject to jamming**
- **Use of OPFOR SOI cutsheet**



USE OF RETRANS



- **Extend coverage of C2 Nets**
- **Priorities**
 - ✓ **Intel**
 - ✓ **MRB**
 - ✓ **MRR**
 - ✓ **Slice Nets**



RULES OF ENGAGEMENT



- **All Retrans are players (no White Cell)**
- **Competitive insertion and extraction**
- **Same time and boundary restrictions per**

CBI



COMMUNICATIONS SECURITY



- Recent SINCGARS fielding will allow **SECURE** comms on most of NETs down to at least MRC level.
- **UNSECURE (RED / PLAIN TEXT)** communications SOP still in effect (i.e. Brevity Matrix)



OPFOR SOI



- **Single Channel ONLY**
- **Jamming SOP**
- **Multiple Jump Frequencies for maneuver elements**
- **Individual Frequencies only down to the MRC level**



OPFOR REASONS FOR SUCCESS



- **Universal understanding of C2 and Retrans operations**
- **Application of LOS to Terrain**
- **Customized Unit SOI**
- **Frequency flexibility**